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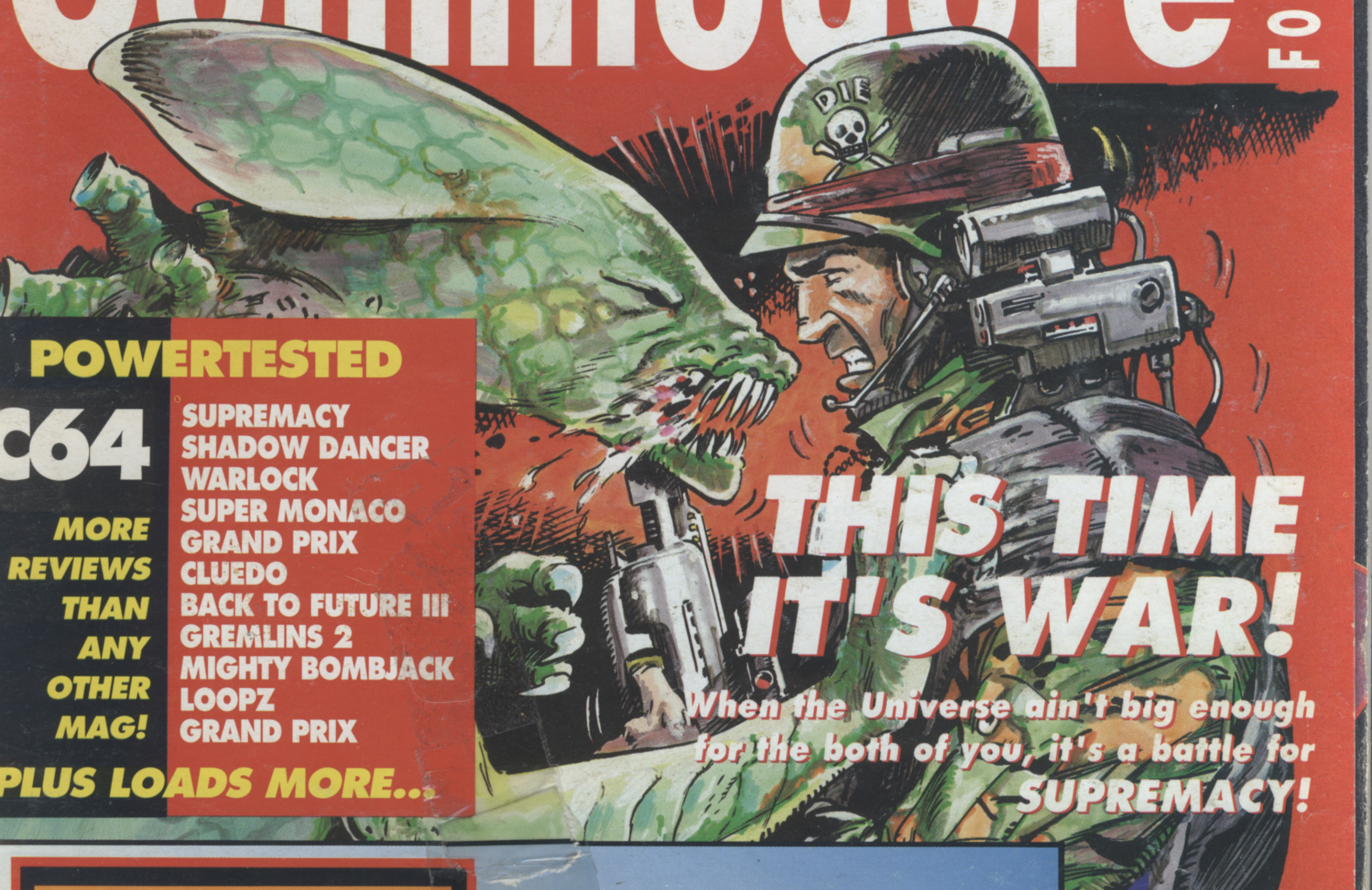

POWERTESTED

C64

- SUPREMACY
- SHADOW DANCER
- WARLOCK
- SUPER MONACO GRAND PRIX
- CLUEDO
- BACK TO FUTURE III
- GREMLINS 2
- MIGHTY BOMBJACK
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POWER PACK

CF TAPE NUMBER 7

Sorry, no demos this month (Boo!) But we've got FOUR full games instead! (Hurrah!)

FULL GAMES

- URIDIUM
- CRYSTAL CASTLES
- BLUE MAX
- 5TH GEAR

If you can read this, something's amiss and no small error. There should be a large (and rather scrummy-looking) booklet PLUS the *CF* covertape here... Check with your newsagent – NOW!

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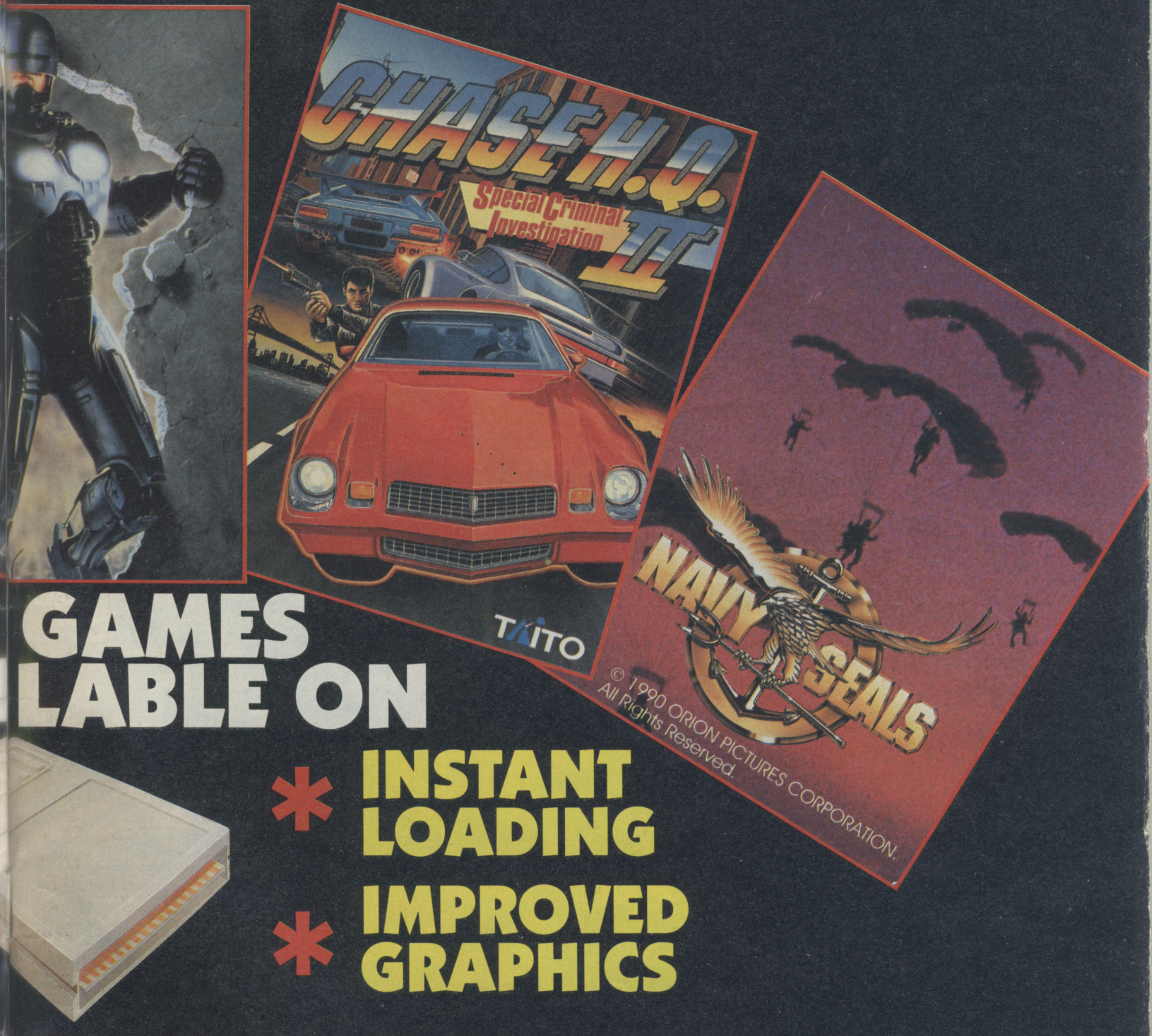
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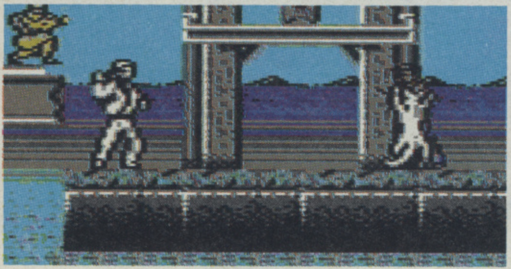
The only reviews worth reading are in CF...
... And it ain't been reviewed, until it's been

POWERTESTED!

SHADOW DANCER

US GOLD

36 Have you heard the one about the white-clad Ninja and the dog? No? Well US Gold have, and they thought it was so good, they made a game out of it. That's rather good, too...



SUPREMACY

MELBOURNE HOUSE

32 In space, no-one can hear you say, 'Well, blimey, this is a stonking interstellar combat strategy game and no mistake!'

THE MIGHTY BOMBJACK

ELITE

88 Elite come storming back onto the 64 with the third in the BombJack series. And guess what? It's a Corker!

BACK TO THE FUTURE III

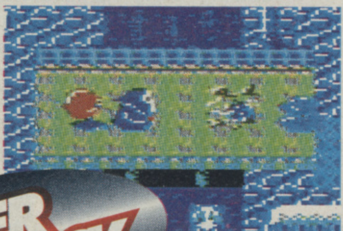
MIRRORSOFT

40 Marty and the Doc hits the small screen again in the third and final chapter of the time-travelling trilogy. Is it a case of third time lucky for Marty and Doc?

WARLOCK

MILLENNIUM

52 In times past there were spells to cast, but just how long will these Druid games last?



SUPER MONACO GRAND PRIX

US GOLD

60 There's no way you can squeeze the mighty Sega coin-op into a 64... but US Gold have been busy and now they bring you the next best thing!

WELCOME
SEGA
GRAND
PRIX

POWER PACK 7

FULL GAMES

URIDIUM

Hewson

If you have only one scrolly shoot 'em up in your collection – make it this one. This classic blaster from Andrew Braybrook is incredibly polished with stunning graphics and rip-roaring action.

BLUE MAX

US Gold

This ancient *Zaxxon*-style shooter is a straightforward, no frills, no messin', blow-'em-to-bits sort of a game. Natty graphics and non-stop action make it great for a quick blast.

5TH GEAR

Hewson

Take a heavy-duty automobile, add a missile launcher and some enemy vehicles, and you've got an afternoon's slaughter! Beautifully programmed, with lovely visuals, this little game should have you licking your lips (you sickos).

CRYSTAL CASTLES

US Gold

Bentley Bear has a yen for jewels, a longing for *gems* and a desire for diamonds. This interest in expensive sparklies has led our furry hero into trouble. Can you help?

7

GAMES

32 SUPREMACY
MELBOURNE HOUSE
36 SHADOW DANCER
US GOLD
38 LOOPZ
AUDIOGENIC
40 BACK TO THE FUTURE III
MIRRORSOFT
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58 CLUEDO MASTER DETECTIVE
LEISURE GENIUS
60 SUPER MONACO GRAND PRIX
US GOLD
85 GRAND PRIX
D&H
88 THE MIGHTY BOMBJACK
ELITE

CF SPECIAL

12 EXILE: POWER PREVIEW
A long time ago, on a BBC far, far away there was a game called *Exile*. Our roving reporter GARY PENN builds up enough momentum to take a sneak preview of Audiogenic's new title
35 SUPREMACY COMPO
Virgin stump up the goodies, so you can walk away with a portable CD player – not to mention copies of the best strategy game this side of Aldebaran IV...
46 POSTER
This time, it's war... Slap an alien on your wall
70 FAMOUS FIVE COMPO
Answer a few measly questions and stand a chance of winning the full set of Enid Blyton's Famous Five books!
78 MEAN ALIENS
CF's compendium of slimy 64 creatures

REGULARS

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90 COMPO WINNERS

ON THE TAPE

SIDE 1

FULL GAME

URIDIUM

One of THE best shoot 'em ups of all time! This classic scrolly shoot 'em up by Andrew Braybrook is oft imitated but never bettered. Not only is it fab, but it's on the tape. What are you waiting for – load it up!

FULL GAME

BLUE MAX

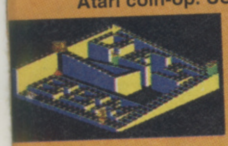
This old *Zaxxon* play-a-like doesn't look too hot, but certainly delivers in the playability stakes. Take a bi-plane, a few hundred rounds of ammo, a couple of bombs, add some enemy territory – and watch the sparks fly!

SIDE 2

FULL GAME

CRYSTAL CASTLES

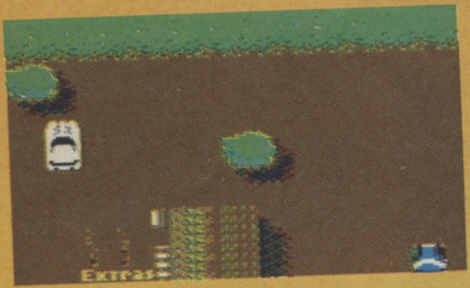
Arcade goers of long standing will no doubt be familiar with this old Atari coin-op. US Gold produced a limited edition 64 version – and here it is! Guide Bentley Bear around the platforms, collect the gems and avoid the baddies – sounds like *Pac Man*, plays like a dream!



FULL GAME

5TH GEAR

With a souped-up sports car, a huge wad of dosh and a bonnet-mounted machine gun this is no Sunday afternoon drive! It's a race against time, enemy vehicles and the elements as you jump over rivers, avoid trees and try not to hit walls! Fuel her up and let her rip!



POWER 7 PACK

Time to attack some deep space cruisers, fly a sortie over occupied territory, turn into a cuddly, gem-collecting bear and go for a quick drive in the country – all before teatime! Oh joy, 'tis the CF tape (thank your lucky stars it's nobody else's!)

URIDIUM

US GOLD

Blast that stick into any old port!

GAME OPTIONS

Title Screen

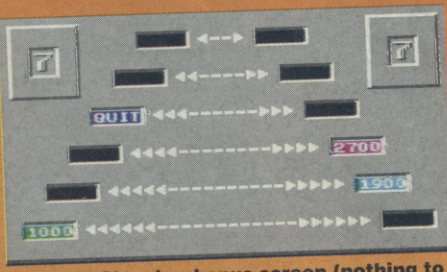
F1 – One player, one joystick, either port
F2 – Two players, one joystick, either port
F3 – Two players, two joysticks
F5 – Increase music volume
F6 – Decrease music volume
F7 – Colour screen display
F8 – Monochrome screen display

During Play

RUN/STOP – Pause game. Press Fire or RUN/STOP to restart.
RUN/STOP followed by **CLR/HOME** – Abandon game

The Solar System is under attack! Enemy Super Dreadnoughts have been placed in orbit around each of the 15 planets in this Galactic Sector. They are draining mineral resources from the planetary cores for use in their interstellar power units.

Your Manta class Space Fighter is transported to each planet in turn, where you must destroy each Dreadnought. First you must attack the defensive screen of enemy fighters, then neutralise the majority of surface defences before you land on the Super Dreadnought's master runway. Once on board you must pull as many fuel rods as possible from the metal convertors before you take off for a final strafing run as the Dreadnought vapourises into the ether.

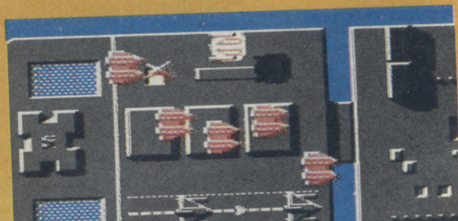


The Fuel Chamber bonus screen (nothing to do with fuel, actually). Stop the flashing light for extra points until you 'Quit'

PLAY SEQUENCE

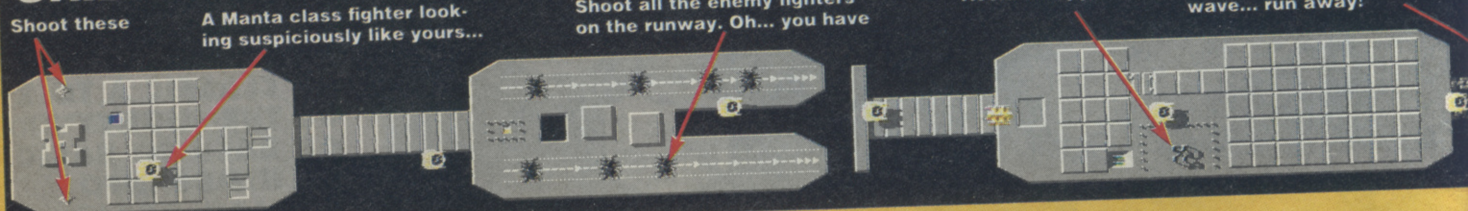
Your fighter reverses out of the interplanetary transporter and deploys on a low-level strafing run. Avoid meteor shields and aerials on the Dreadnought's surface.

The fighters deploy in waves. A bonus is awarded for destroying all the ships in a wave. Attack surface features to score bonus points but beware of the homing mines which materialise over flashing generator ports.



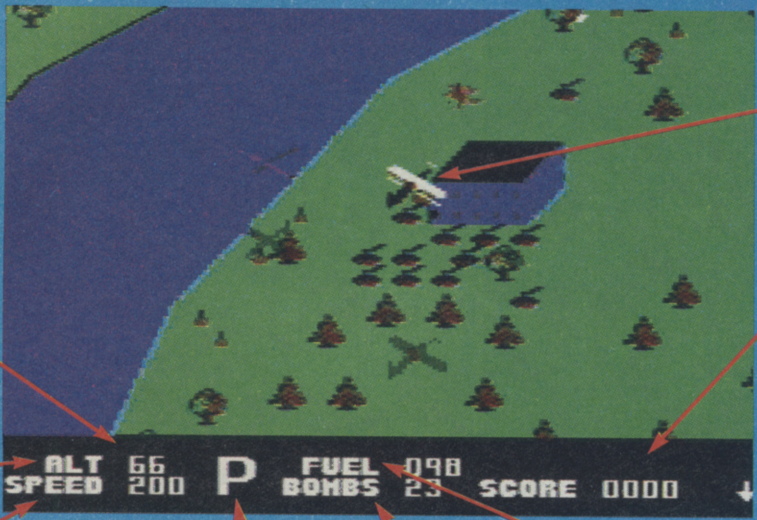
Uh-oh! Trouble time. Avoid those blocks, watch that spiky mine and avoid the ships!

URIDIUM – beating the first Super Dreadnought


Shoot these
A Manta class fighter looking suspiciously like yours...
Shoot all the enemy fighters on the runway. Oh... you have
Avoid this pylon
Uh-oh! An enemy attack wave... run away!

A dreadnought amongst dinghies – COMMODORE FORMAT 7, April 1991

BLUE MAX what's it all about?



The display panel turns a specific colour to warn of impending doom...
BLUE – You are at the same height as an enemy plane. This means you can hit him – and he can hit you!
BROWN – You're flying at strafing height – you can attack ground forces with your cannon
YELLOW – Erm... you're getting a bit low. Pull up soon or pay the consequences

Altitude – how far above the ground you're flying

Your speed. While taxiing, this display must turn white before you can take off

This is your bi-plane making a daring bombing run over an enemy building

As your bi-plane takes a battering different letters appear to let you know how much trouble you're in:
M – Manoeuvrability impaired
G – Your machine gun's starting to fall apart
B – The bomb release is a bit dodgy
F – Oh dear, all your fuel's dribbling out of a large bullet-shaped hole...

Number of bombs remaining

Amount of fuel remaining

This little arrow shows whether attacking enemy planes are above or below you

Warning letters appear to foretell of hazardous circumstances...
W – Windy conditions. You can get blown off course or gain height suddenly
P – Enemy plane approaching. An arrow to the tight of the panel tells you whether its above or below you
L – Approaching Runway. Prepare to land (simply pull down over the grey strip) for re-fuelling and re-arming

DESTROYING A SUPER DREADNOUGHT

When the 'Land Now' message appears, move quickly to the right hand end of the Dreadnought and fly flat over the master runway from left to right. A successful landing sends you in to the fuel rod chamber bonus game. Press Fire to coincide with the bonus score when it is lit. Hitting the 'Quit' sign sends you back to the main game.

Stay in the chamber long enough to get a high bonus, but quit before the timer hits runs down, otherwise you lose a life. On returning to the Manta, you take a final strafing run over the Super Dreadnought as it vapourises into space. Ha!

YOUR MANTA CLASS FIGHTER

Your Manta class fighter is joystick controlled and uses up/down to change its vertical position, while left/right allows you to alter speed. If you slow down too much, the Manta performs a half-loop and roll so that it faces in the opposite direction. This manoeuvre can be used to avoid incoming enemy hardware.

BLUE MAX

US GOLD

Joystick only, stuck in jolly old port two

You are Max Chatsworth – air-ace and all-round spiffy bloke – known to his chums as 'Blue Max' after your strange hobby of holding your breath for ten minutes and more... er... No. Actually, it's for the medal offered by the Axis powers to any enemy pilot who can shoot you down.

The aim of this scrolly shooter is to fly deep into enemy territory and lay waste to excessive amounts of enemy hardware: fortresses, bridges, roads, boats, cars, gun emplacements and trees – it's all fair game.

CONTROLS

JOYSTICK

LEFT/RIGHT – Steers the Blue Max bi-plane left and right as you'd expect

UP/DOWN – Used to alter the plane's altitude. When you first start playing, the controls are set on 'Normal', where you have to push forward on the stick to climb, and pull back to dive. If this proves unwieldy, go to the options screen and select 'Pilot Controls' which reverses the up and down commands.

FIRE – Unleash cannonfire

FIRE/DIVE – Drop bombs (the Dive command depends upon which control method you've chosen).

KEYBOARD

SPACE – Pause
F3 – Choose options
F5 – Alter options
F7 – Quit from demo

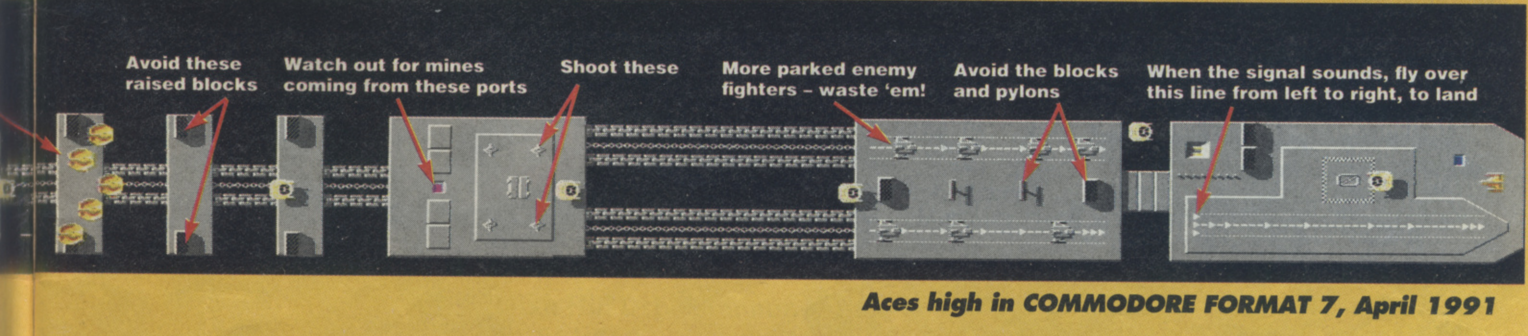
GAME OPTIONS

On the title screen or after you've died press F3 to bring up the game options.

GRAVITY – Toggle the gravity on or off. With gravity on, you have to constantly maintain your altitude in order to avoid plummeting earthwards and eating soil.

CONTROLS – Switch between 'Normal' and 'Pilot', to reverse the up and down commands of the joystick.

DIFFICULTY – Choose between beginner, advanced and expert.



Avoid these raised blocks

Watch out for mines coming from these ports

Shoot these

More parked enemy fighters – waste 'em!

Avoid the blocks and pylons

When the signal sounds, fly over this line from left to right, to land

5TH GEAR

HEWSON

Gearstick in second slot

CONTROLS

UP – Accelerate
DOWN – Brake and reverse
LEFT – Steer left
RIGHT – Steer right
FIRE – Use machine guns, missiles or turbo boost. Enter shop when parked outside
SPACE – Select weapon

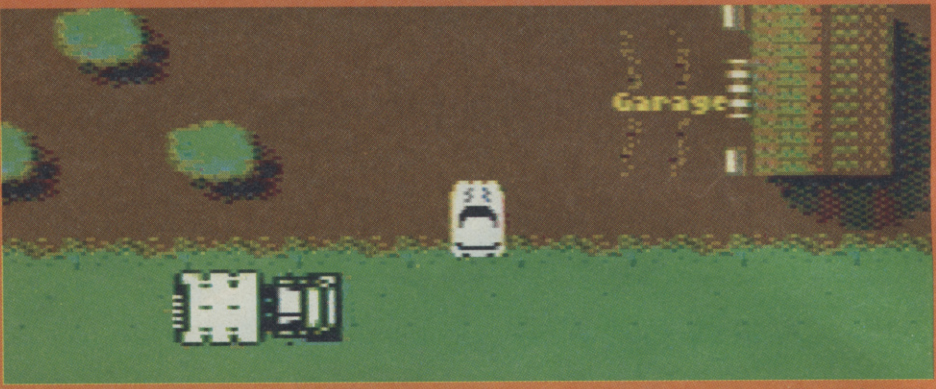
At the beginning of the game you have five cars, $10,000 and a machine gun for the effective dismantling of the opposition.

You have a set time limit in which to negotiate the course and get back to the finishing line (preferably in one piece). To do that you must travel to the extreme northern end of the course, reach the 'Turn Round' sign and… well… turn round. Head back for the Start/Finish line and that's it.

You've got to complete the first race within 5 minutes. For the second run you've got 5.5 minutes. When it comes to the third you've got 6 minutes – not a second more.

You score points and earn money by blasting other vehicles, and when you finish the race any time left over is converted into even more money and points.

The world, as they say, is your oyster. Go and do unto others.



Race and chase to save face in 5th Gear. But don't just drive to survive, stay alive by investing in some serious traffic trashing kit: missile launchers, cannon, exploding Garfields…

THE SHOP

As you progress through the course, you'll come across shops where you can spend some of your hard-earned $ symbols. Pull up on the tyre marks and press fire to enter…
FUEL – Fill 'er up.
GARAGE – Pull in for a quick repair (reduces your damage meter) or even buy a new car.
WEAPONS – Your local gunsmith can supply a variety of life-sustaining hardware. Missiles are used to destroy cars, boats, bushes, walls and bunkers. Mind you, you do need to buy a Missile Launcher first! And Rapid Fire Equipment increases your rate of fire.
EXTRAS – Turbo Boost allows you to jump by pressing fire; Helium Tyres let you jump further; Watertight Chassis lets you plough straight through the water; and the Propulsive Side Motor lets you steer in mid-air.

TAPE TRUBBS

Should you encounter difficulties with your tape, such as it won't go to bed on time, or refuses to do the washing up – or even (heaven forbid!) won't load, send the tape (without the box) and a stamped, self-addressed envelope to:

CF Tape 7 (Uridium) Returns,
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Halesfield 14,
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Shropshire TF7 4QD.

Ablex will promptly send you another tape – but *only* if you've included a stamped, self-addressed envelope.

CRYSTAL CASTLES

US GOLD

Joystick in slot two, or use some keys

CONTROLS

Guide Bentley around using the joystick, and press fire to jump. Alternatively…

Q – Up
P – Right
A – Down
O – Left
M – Jump

Bentley Bear has a passion for gems. So much so, in fact, that he's prepared to risk life and limb in order to increase his collection of sparklies. At the moment, he's found his way to a series of 3D platforms suspended in space (just don't ask how he got there).

If he's to keep his furry limbs attached to his equally furry body, Bentley must collect all the crystals on each platform before the various indigenous weirdies get to him. Once all the crystals have gone – whether collected by Bentley or eaten by his enemies – he moves onto the next platform.

Each level has a number of lifts, ramps, tunnels and hidden passages. Whenever Bentley disappears from view, his outline his still visible to show just where he's gotten to.

A number of castle inhabitants are out to get Bentley. The Mad Marbles head straight for him; the Tree-Spirits do the same (if Bentley jumps over them it freezes them in their tracks); the Gem-Eaters just plod around eating gems (if Bentley runs into one mid-swallow, it is destroyed); and Berthilda the Witch is just an on-going nuisance.

Berthilda can only be killed when Bentley is wearing the Magic Hat of Invincibility, so watch out for it (it's red and yellow and hat-shaped). The hat can be picked up by jumping over it as well as actually touching it – *bear* this in mind(!).

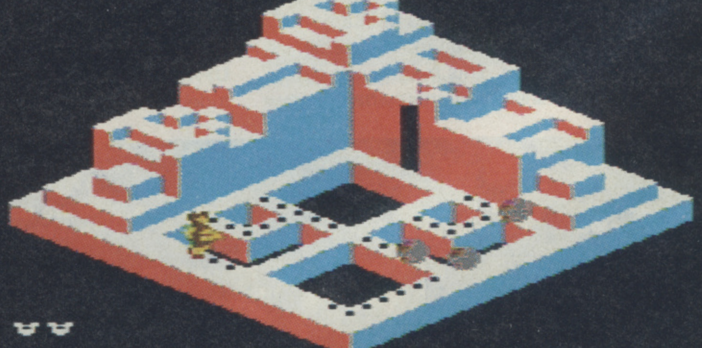
Bentley is under no time limit to collect all the gems, but if he takes too long the Bees arrive and swarm about him. One touch from the bees – or any of his enemies for that matter – and Bentley is one step nearer to 'Game Over'.

HINTS 'N' TIPS

The Honey Pot is worth bonus points if Bentley collects it but both it and the Magic Hat block the way for nasties. Sometimes it's better to leave them where they are for as long as possible…

Bentley gets a bonus of 1000 + the level number x100 for clearing the last gem on the screen. And you get an extra bear every 10,000. Make sure that last gem is yours!

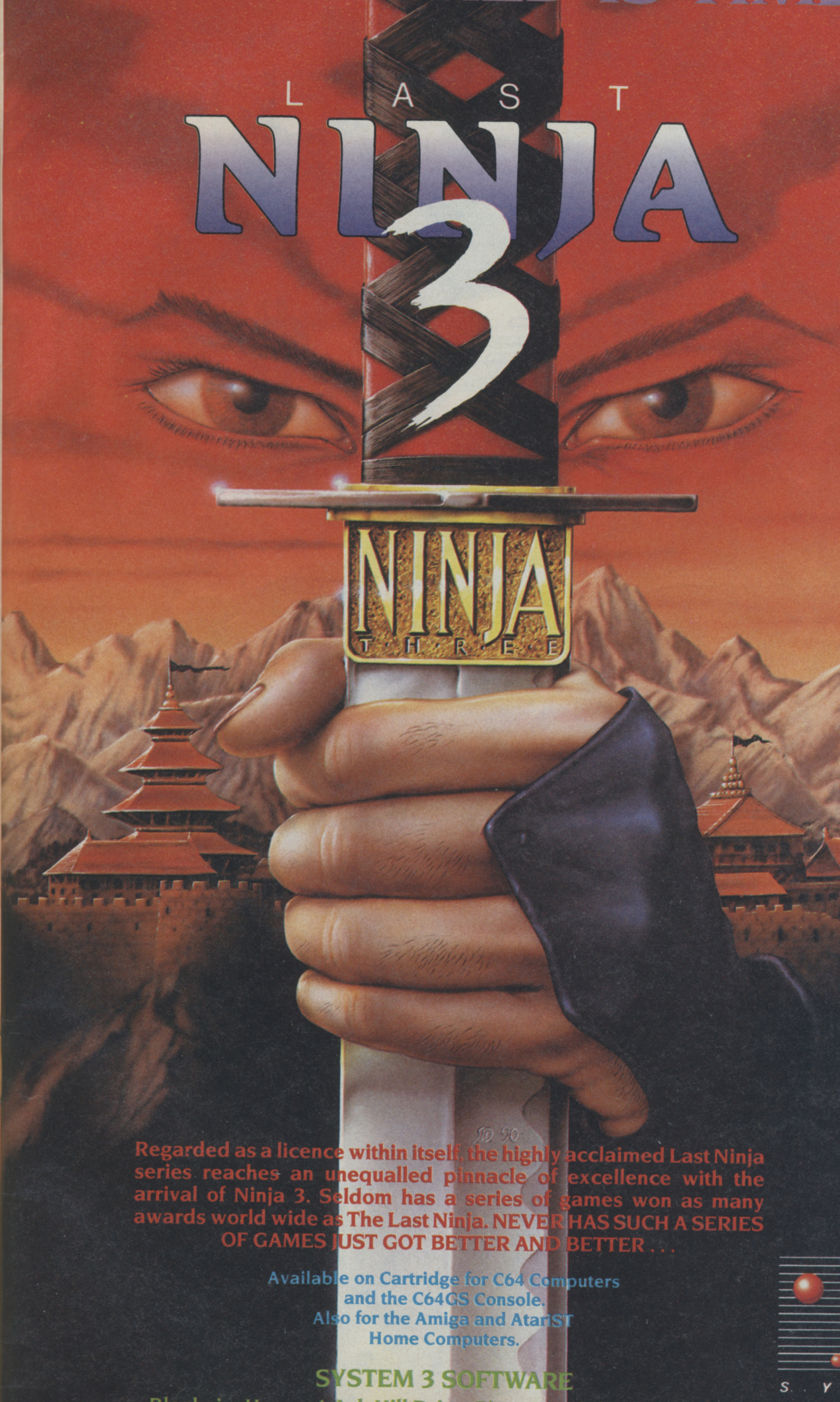
Warps take Bentley to certain levels. To initiate a warp, go to the special spot and jump vertically. Some warps are indicated but most are secret! For instance, if you go to the farthest corner of the platform on level 1 and jump – you'll end up on level 3! Keep looking guys…



Bentley's appetite for shiny gems gets him into trouble on level 1!

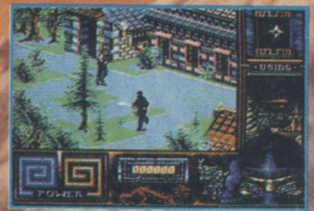
REAL HATRED IS TIMELESS

LAST NINJA 3

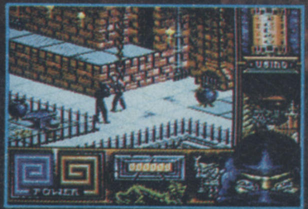


Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.

With a massive introduction sequence, incredibly detailed '3D' background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 – A game of epic proportions.



Feel the realism, allow yourself to witness the magical world of Ninjitsu, spiritualism, experience the mystical atmosphere of the Tibetan Temples. Remember, always remain in control of your stealth and cunning as you do battle once again with the most treacherous purveyor of evil, Kunitoki.



Actual C64 Screens

Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .

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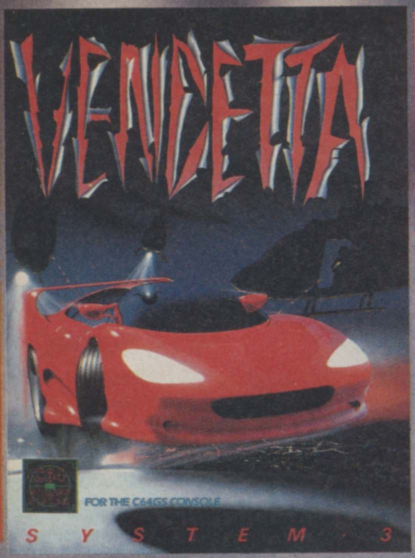
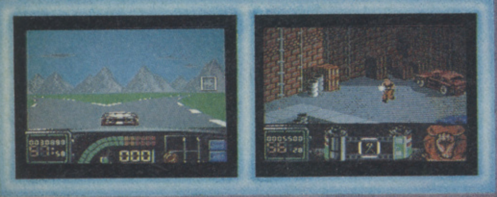
SYSTEM 3



ACTUAL C64GS SCREENS



Intent on obtaining the secret formula your brother has devised for developing the ultimate weapon, a blood thirsty terrorist gang has kidnapped his daughter. The same terrorist syndicate you had dispersed in Saigon some years previously.

Your work now seemed incomplete . . . you have to squash them once and for all . . .

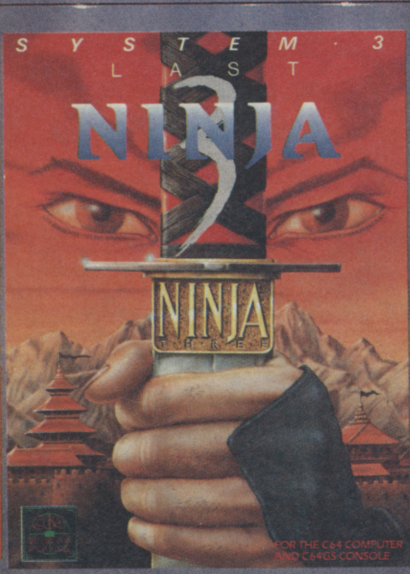
THE · PRESS · SAY

'Quite simply an amazing product.'

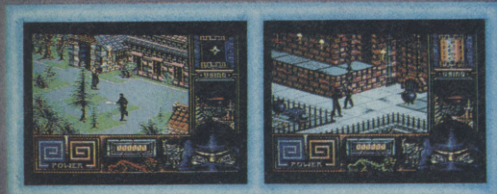
ZZAP 64

The graphics are absolutely perfect, and the sonics are superb, the bundle is linked with pure gloss that helps shine over any small inadequacies. VENDETTA is not just the best arcade adventure ever, it invents a new meaning for the term.

YOUR COMMODORE


S Y S T E M · 3
L A S T
NINJA
NINJA
THREE
FOR THE C64 COMPUTER AND C64GS CONSOLE

ACTUAL C64 SCREENS



Dragged through the vortex of time and space, the Ninja is brought to Tibet . . . To the Palace of Mysteries. The Shogun Kunitoki, the all-powerful master of the palace, has brought you, the last of the Ninjas, to the very heart of his corruption and evil.

Nothing has resisted the Shogun's onslaught against the World. Only you stand between the old World of Order and the new Realm of Chaos.

REAL · HATRED · IS · TIMELESS

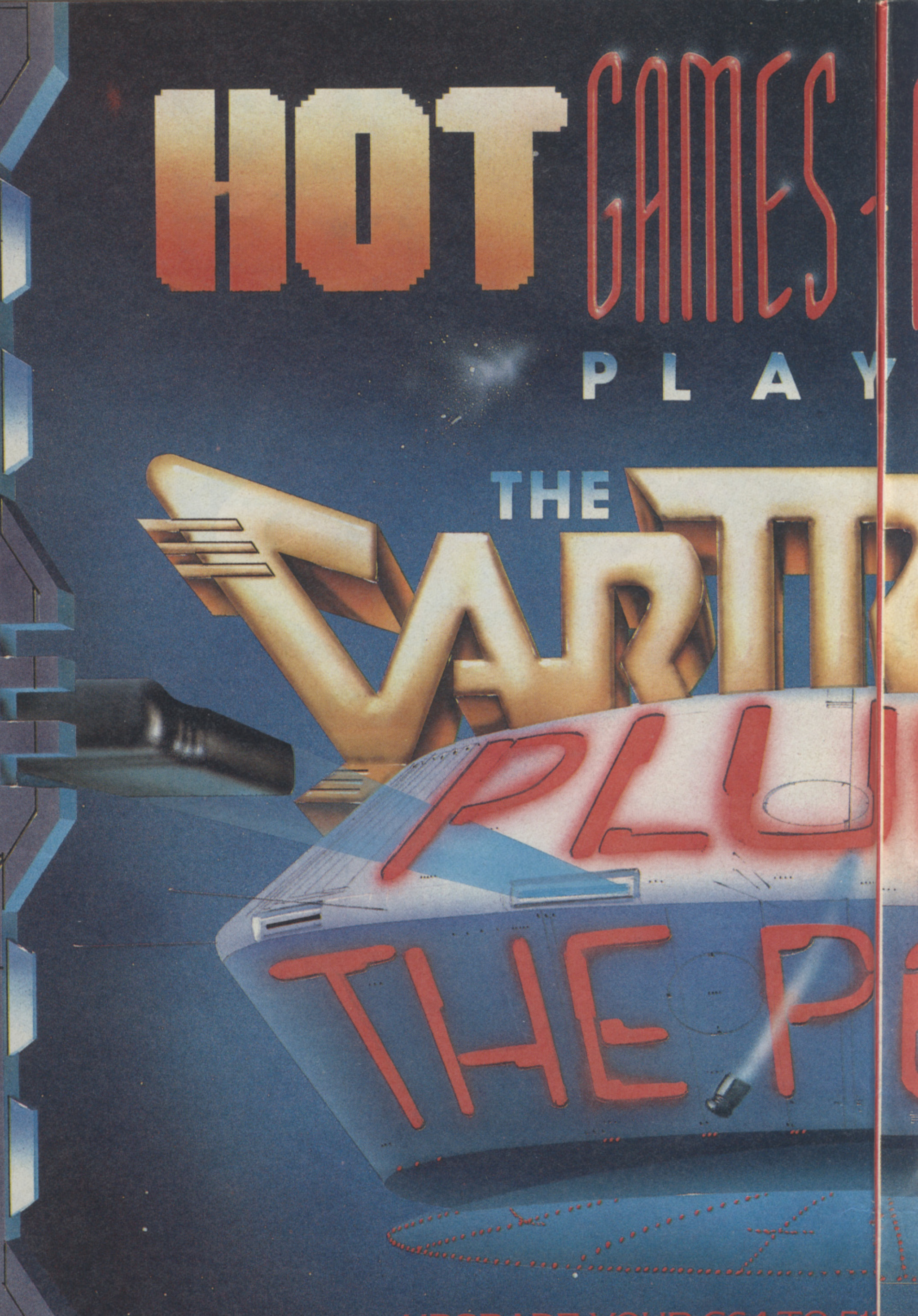
Exciting and demanding gameplay over 6 different levels.

Incredibly detailed '3D' background graphics.

Dramatic 'real-life' animation of the Ninja and his opponents.

Innovative puzzles to solve and many objects to collect.

Atmospheric music on every level.



UPGRADE YOUR C64 TO 51 K

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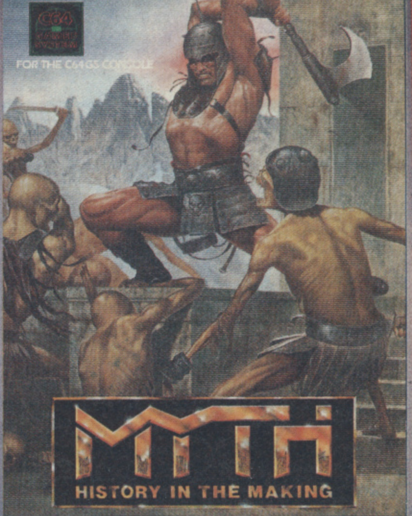

SYSTEM 3
FOR THE C64GS CONSOLE
MYTH
HISTORY IN THE MAKING
ACTUAL C64GS SCREENS

You are taken far, far back in time to confront the evil God Dameron, who has taken control and is changing good Gods to bad. He is upsetting our past, our future and ultimately our destiny.

Myths are no longer a theory, myth is reality.

Myth is HISTORY IN THE MAKING . . .

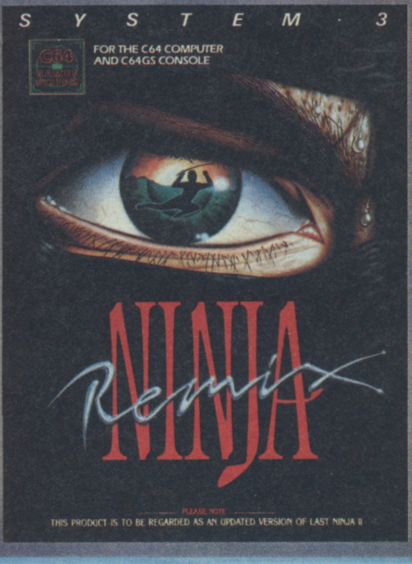
THE PRESS SAY

This almost looks like an Amiga game that someone has managed to get running on the C64. Superb animation, tremendous sound, and bags of atmosphere make this a must buy. If you want another reason for parting with your cash, it's also huge and there's lots of variety in there. I was impressed – you will be too.

ACE

I don't think is would be exaggerating when I say that MYTH is one of the best games on the C64. It has just about everything necessary to make it a classic.

COMMODORE USER


SYSTEM 3
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NINJA
Remix
PLEASE NOTE
THIS PRODUCT IS TO BE REGARDED AS AN UPDATED VERSION OF LAST NINJA II
ACTUAL C64 SCREENS

NINJA REMIX is based on the successful Last Ninja II. REMIX retains all the features that made Ninja II an award winning product PLUS, it has the following enchancements:-

Remixed music on all seven levels.
Exciting 'film-like' animated introduction sequence.
Greatly enhanced player status area.

THE ULTIMATE NINJA

NINJA REMIX is a true value-for-money product that provides:-

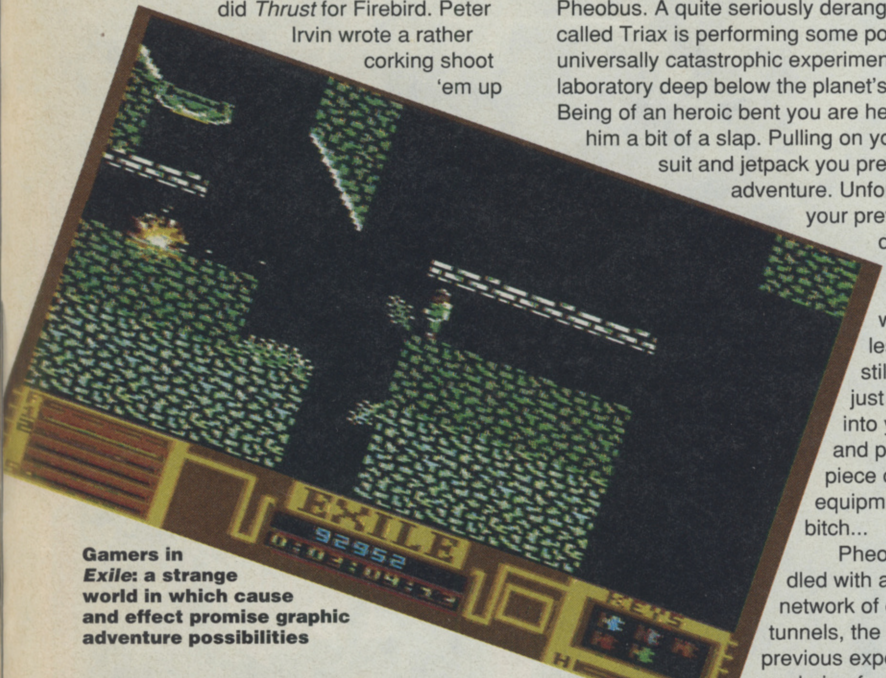
Exciting arcade style combat action.
Thought provoking puzzles to solve.
Dramatic 'real-life' animation of both Ninja and opponents.
State of the art programming.

EXILE

EARLY
WARNING!
SPECIAL

Audiogenic are about to storm the software scene with a new arcade adventure. Our special correspondent Gary Penn talks to the authors, takes a close look at the game so far and discovers that there's more to their thrust than meets the eye

Look, let's not beat about the bush. Yes yes yes, this is indeed supposed to be a preview, but it just has to be said that *Exile*, from Audiogenic, is a right smashing bit of stuff and no mistake. It's been written by Peter Irvin and Jeremy Smith. Any 64 owners long enough in the tooth and with elephantine memories will recall that Jeremy Smith did *Thrust* for Firebird. Peter Irvin wrote a rather corking shoot 'em up called *Starship Command* on the BBC for Acornsoft, and then... He went to university and hasn't written anything since. Until now.



Gamers in *Exile*: a strange world in which cause and effect promise graphic adventure possibilities

Exile is not really the sort of game you can drop into jar of formaldehyde, label and stick on a shelf to gather dust. It's got shooting. It's got puzzles. It's got a big map to explore. So it could be called the first true arcade adventure but that's the sort of cliché that would get Steve Jarratt's jowls hitting the floor at a few hundred miles per hour. One thing's for sure though: you will only appreciate how truly wonderful this game is if you play it. And when you play it you won't get through it in a hurry. It takes the authors around six hours to play it through from beginning to end – and they know it inside out. The map weighs in at over a hefty 200 full screens in size. It's difficult to say exactly how many puzzles there are to solve though, as most of the puzzles in *Exile* come about through the interaction of creatures and objects with each other. Let's just say there's way too much to see and do, and it's going to take ages to find out just how much there is to get your head around.

The playground, as it were, is the planet Pheobus. A quite seriously deranged scientist called Triax is performing some potentially universally catastrophic experiments in his laboratory deep below the planet's surface. Being of an heroic bent you are here to give him a bit of a slap. Pulling on your spacesuit and jetpack you prepare for adventure. Unfortunately, your previous act of derring do has left you weaponless. Worse still, Triax has just teleported into your ship and pinched a piece of vital equipment. Life's a bitch...

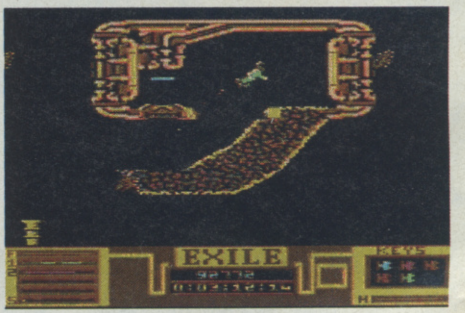
Pheobus is riddled with a maze-like network of caves and tunnels, the results of previous experiments wandering free, some of them with it, so to speak, and others completely out of it. Pieces of equipment such as GUNS FOR KILLING and other like items of interest are also scattered around.

Exile's character has to be one of the most versatile ever seen. Apart from being able to walk, run, jump and fly in pretty much any direction, he can pick things up, drop them and even throw them with a definable trajectory. This only goes part way to making *Exile*'s environment feel so remarkably real though – 'It's totally modelled on real life,' says Peter. 'But without the boring bits.'

Every creature in *Exile* has its own level of intelligence and goes about its own business if you don't get in the way, so there's always something happening off-screen. Pheobus' inhabitants also have their own sounds for added realism. Birds squawk and wasps buzz – even friendly robots chatter to each other.

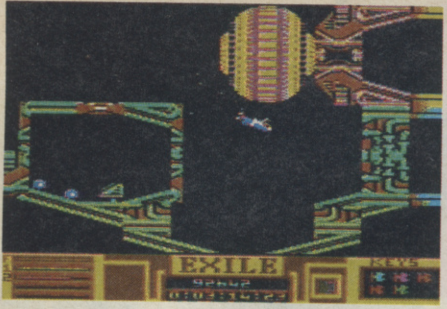
Moreover, every object and creature in *Exile* has its own mass, which makes the gravitational and inertial effects all the more realistic. When carrying a heavy object you walk more slowly and extra thrust is required to fly – and you can really feel it. Lighter objects can be thrown further then heavier ones, and so on. Even the energy usage of devices is correctly calculated, though sensibly enough so that the playability isn't adversely affected.

Take the frogs for example. Take them to a flame and burn them, that's what we say. Or better still, take them to a monkey. The monkeys have pouches in which they store items they have stolen. They also like frogs and are quite prepared to exchange them for useful objects. Actually, the monkeys don't look much like their Earthly counterparts. Apparently when the Japanese saw the monkeys in *Exile* they went sparky, which is hardly surprising when you realise that monkeys are sacred in Japan.

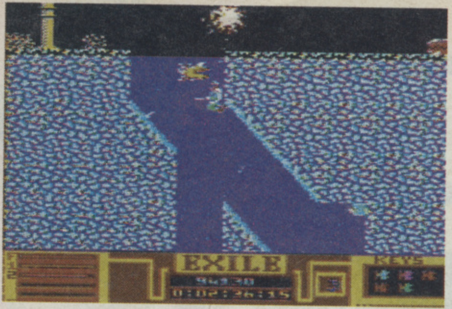


Even though the graphics shown here are only used in the development version, it seems plain enough that *Exile* is different

The strangest of all the animals encountered in *Exile* is Fluffy. When you first meet this sickeningly cuddly creature you can't help but loathe it. Fluffy is extremely useful



With thrusters a-thrusting, our highly manoeuvrable hero explores his spaceship



And, of course, true explorers know no barriers. Here our little *Exiler* goes sub aquatic

though and is best kept alive. Catching him isn't easy, for Fluffy has no interest in anything other than eating. When he's eating he's happy. He's easily frightened though, especially by loud noises. A quick burst of gunfire in his direction might not be as destructive as expected...

There are four main weapons waiting to be discovered. The first fires straightforward bullets. Further into the adventure you'll find a gun which unleashes explosive-tipped bullets, along with a couple of extremely powerful blasters which require considerable quantities of energy to fire them. Like most items in *Exile*, the weapons acquired during play have more potential than is obvious at first – you can actually use your firepower as a tool and shoot any sturdy and unreachable objects in order to move them.

Apart from the jetpack there's another means of transport. Transporters dotted around the map break down anything which enters them into tiny particles and then reassemble them at adjoining transporters. This means not only can you teleport yourself but also any items – including projectiles!

But the smart hero about town uses personal teleportation to go from A to B. A flick of a switch teleports you back to the last position you 'marked' on the map. Don't worry if you forget it – the default position of the four available markers beams you to the safety of your spaceship.

Self-teleporting has many uses. For example, you could be getting some stick from a creature which keeps you pushing you away. Remembering your position before it pushes you back then allowing yourself to be pushed away means when you teleport you are taken behind it! Now is that neat or what?

In *Exile* you never actually die. Instead, whenever your energy gets too low you are automatically teleported to the last marked position, which gives you the opportunity to recover. You can also save your progress to RAM, cassette or disk.

The Irvin-Smith partnership has been in existence for years as a friendship. The *Exile* collaboration came about when the duo decided to 'Write a game from scratch, which we did on the BBC. Then we converted it to the 64. It started off basically with just the concept of some spaceman flying around and having collisions with real forces and creatures bouncing off each other. And we designed the game around it,' Peter reveals.

Every aspect of *Exile* was the result of teamwork. 'We worked on different routines, then swopped them over and changed them and it evolved from there. The big problem with *Exile* was we had to fit it into the basic BBC. It evolved very slowly. It's one of those games which, having written it, if you were to write it again, you could recreate it an awful lot faster.'

Exile is complete as far as gameplay and sound is concerned. All that remains is for Audiogenic to replace the graphics you see here with some perkier pixel arrangements from artist Herman Serrano.

A price and firm release date have yet to be confirmed, but *Exile* is likely to appear sometime around the end of April. And there's a full review only in the next issue of *Commodore Format*...

Irvin and Smith – a programming partnership with an exciting vision. 'It evolved very slowly.'

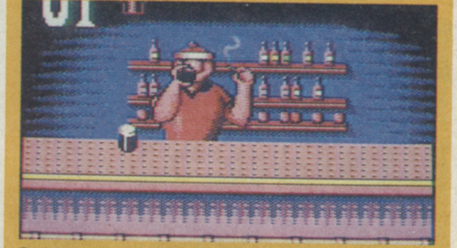
SNIPPETS

LET'S DRIVE AGAIN

Accolade have just announced that they will be doing a C64 version of *Test Drive III – The Passion*. Sounds like there's plenty going on in the back seat of *that* car.

VIZ

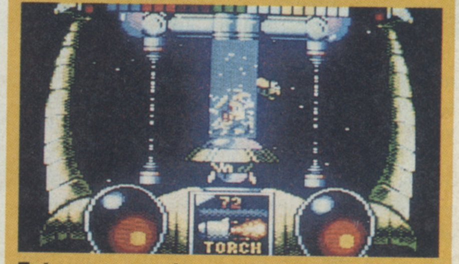
Is finished! We brought you the demo on the *CF5* PowerPack and next month you'll get the definitive review. But remember, Virgin's conversion of the adult comic book contains the same kind of Geordie japes that make the monthly so notorious. Not surprisingly, it will be on sale to adults only. Well that's the theory...



Controversy here we come. It's *Viz* time!

IN EXTREMIS

Digital Integration, purveyors of fine air combat simulators are about to release... NOT an air combat simulator. In fact their new title, *Extreme*, is about as far from a flight sim as you can get. Boasting super-smooth parallax scrolling, large sprites and massive explosions, it doesn't sound anything like *F16 Combat Pilot*...



***Extreme* – massive explosions all round**

➤

SILENT, INVINCIBLE, INVISIBLE . . .

ESCAPE FROM COLDITZ

Escaping from prison camps is no longer a sport! It's a computer game from Digital Magic Software if you

Digital Magic Software's first foray into C64 programming is based on the Gibson boardgame of *Escape From Colditz*, where it's your duty, as an allied prisoner of war, to escape back to your side. Your making-it-back-to-Blighty antics are played out on an isometric 3D map of Castle Colditz, which is drawn in some detail itself by POW Jon Law.

The graphics are being drawn on an Amiga before being ported over to a C64, which explains why the 64's scenes look so similar to its big brother's (check out our comparative screenshots). The exterior graphics fit in a mere 6K, while all 120 rooms have been fitted into only 4K, including all the link tables for types of door, location, key type, status etc. When you walk through doorways and arches or around corners, the corresponding section of building disappears from view, so that your character can still be seen.

The gameplay revolves around your control over a single character who can explore the full extent of the castle, both rooms and grounds, in order to find the equipment needed to escape, and an escape route itself. The map of the castle is as close as it was possible to get to the real thing. As in the boardgame, however, only the ground floor is used in the game.

At certain times you are allowed in places like the courtyard. If you venture into such areas outside the allotted time, you risk confiscation of any items you're carrying and being sent for a spell of solitary confinement. Two exercise periods per day allow further harassment-free opportunities to explore.

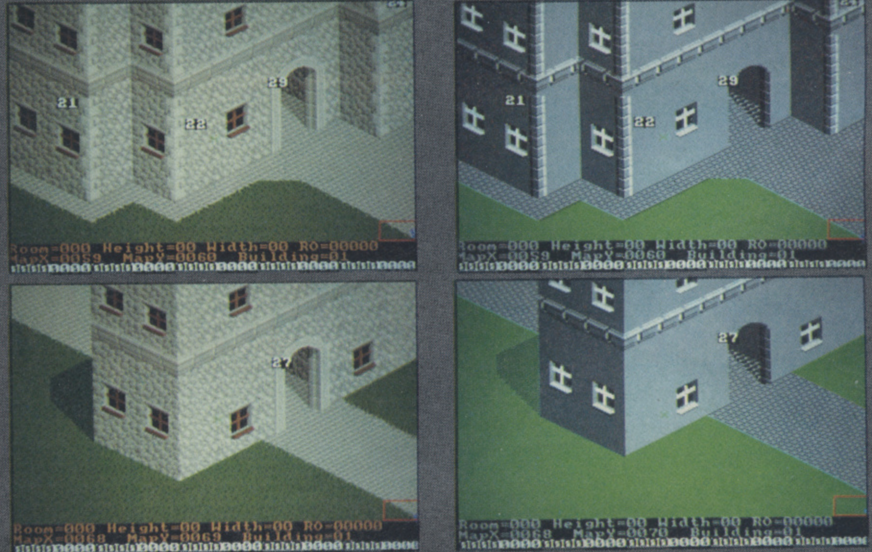
You can time guards' patrols so that you know when certain areas will be safe. Various items can be collected and combined to open a number of possible escape routes. There are many more items than there were in the original game (a guard's uniform, for example, is required if you're to try to escape through the main gate). You can carry a great deal with you but it's worth stashing items at strategic points. They can't be found by the guards that way and you won't lose them if you're sent to solitary. With eight different kinds of door alone (and correspondingly, eight different kinds of keys) the ability to scrounge is an absolute must if you don't intend to live out the rest of the war in a prison camp. Once an escape attempt is under way the game can only end with a successful bunk or a bullet from a guard finding its mark...

Escape From Colditz is being coded for the 64 by Ste Pattullo and is his first commercial venture. Ste previously worked on a variety of C64 mags but now he's on the other side of the fence. His secret (64) code will be appearing in

(Above) The DMS squad (left to right) Mike Halsall (Amiga), Ste Pattullo (C64), Jon Law (graphics), Mike Steffens (rep) (Left) Ste Pattullo – author of the C64 version of *Colditz* makes a break for it!

Camp comparison

Just to show nicely the C64 *Escape From Colditz* is shaping up compared to the Amiga version, here are identical scenes taken from the graphics editor. The Amiga visuals are on the left with the C64's on the right. Or is it the other way around...?



```
Room=000 Height=00 Width=00 RO=00000
MapX=0021  MapY=0027  Building=01
```

```
Room=000 Height=00 Width=00 RO=00000
MapX=0021  MapY=0027  Building=01
```

```
Room=000 Height=00 Width=00 RO=00000
MapX=0059  MapY=0060  Building=01
```

```
Room=000 Height=00 Width=00 RO=00000
MapX=0059  MapY=0060  Building=01
```

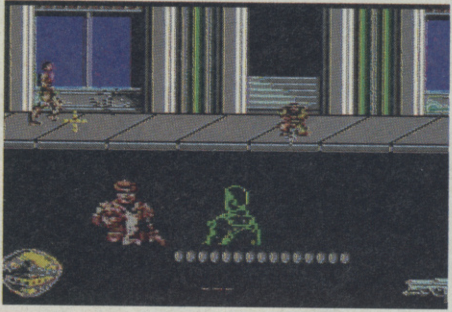
```
Room=000 Height=00 Width=00 RO=00000
MapX=0068  MapY=0069  Building=01
```

```
Room=000 Height=00 Width=00 RO=00000
MapX=0068  MapY=0070  Building=01
```

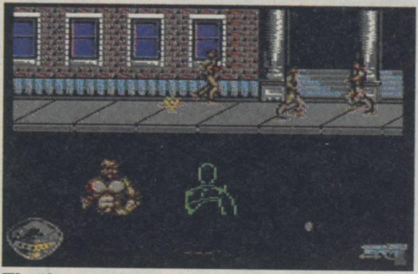
PREDATOR 2

Meat-eating mega monster from Mirrorsoft in sci-fi film tie-in shocker!

It is 1997 (or 1995, depending on which Mirrorsoft press release you believe). Downtown Los Angeles USA is a war zone where rival Jamaican and Colombian drug lords unleash lethal weaponry on each other in an on-going battle for control of the turf and subsequent security for their ugly business. Detective-Lieutenant Mike Harrigan (played by Danny Glover in the film) leads the police in open warfare against the drug lords but he and his force are outnumbered and outgunned. Anarchy is taking control of the streets.


Stay out of the road if you want to grow old – unless you're playing *Predator 2* that is

Until one by one the gang lords start to meet with terrible deaths, more gruesome than anything the street war has brought so far. The Predator has returned. Soon he turns his attention to the police themselves. Not surprisingly, Harrigan takes this personally.


That's you, Harrigan, looking green around the gills

In the new game, being programmed by *HeroQuest*ers, 221B, you play the part of Harrigan and mirror the film character's quest to defeat his alien adversary. This takes you first through the lawless streets of LA, where you have to fight through the endless waves of drug gang cronies, then into the penthouse suite of one of the gang lords. From there you have to venture below the streets, into LA's subway system (okay, LA doesn't have a subway system, but as far as the film is concerned it will do by the end of the century – and it will be just as grimy and abused as the one nobody in their right mind uses in New York). Finally, if you haven't been chopped up by the chameleon chappie, you get to the showdown. This takes place in an abattoir – which seems as good a way as any to cap all the carnage that's gone before.

Each of these stages is a separate level of a single-load game which makes it something of a departure for Mirrorsoft, whose Imageworks label has dealt with other film licences by breaking up games based on them (like *Back to the Future II* and *III*) into mini-games made up of key scenes.

In *Predator 2*, the style of action stays the same. As the action scrolls across the screen in a manner not dissimilar to *Operation Wolf*, you have to blast your way to your target without hitting innocent civilians (if you do, your will to stay in the force is diminished to the point where you quit and thus come face to face with the Game Over monster).

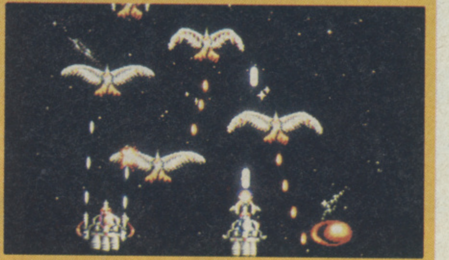
In levels one and two you may see a shadow or shimmer on the screen. This is the Predator moving among the bad guys. If one of your shots hits him he goes into a frenzy and attacks you. The real confrontation with this foul fanged foe only occurs on levels three and four. If you come back next month, we'll tell you what happens – when we Powertest *Predator 2* and slap a playable demo on the cover. Be there.

SPEEDBALL TOO?

A C64 version of Mirrorsoft's swanky sport sim should appear some time around summer. Programming is the responsibility of one Carl Muller, whose wares you will have sampled if you picked up *Teenage Mutant Hero Turtles* over the Christmas period.

BIG BIRD

Fans of the all-time classic coin-op *Phoenix* are about to get a shock to the system with Dinamic's *Megaphoenix*. The Spanish software house are sprucing up the old title with simultaneous two-player action and upgradeable weaponry. Yum!


***Megaphoenix* on the Amiga**

SPORTIOGENIC

Audiogenic are limbering up for some new releases of a sporty nature, which will be coming out under Audio's new Sports Action label. *Sports Action Rugby*, brings a simulation of mass mud wrestling to the 64 with code by Denton Designs. *Super League Manager* will be a sequel to the perennially popular *Emlyn Hughes' International Soccer*. Programmer Gary Bassett has been coached by Lou Macari for this one.

TOP CLASS C64

Apparently, 64 owners are generally more perceptive than other computer owners. Reports from educational study groups in and around the capitol, carried out on London school kids, revealed a massive fifty per cent higher performance in tests on owners of C64s (overall) than kids who only had consoles, Amstrads or Speccies. Like it or not, you're intellectual.

PREDATOR 2™
image WORKS
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BACK TO THE FUTURE PART III™
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THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 GAMES

THE CHARTS

FULL PRICE GAMES

👍 GOING UP 👎 GOING DOWN ✋ STAYING STILL **NE** NEW ENTRY **RE** RE-ENTRY

1	**TEENAGE TURTLES** Mirror	The green machine trundles on, staying at number one. The game looks bad, but plays well: we gave it 70%	✋
2	**DIZZY COLLECTION** Code Masters	Fans of the Codie's *Dizzy* games can't really go wrong here. The only fly in the ointment is the dire *Fast Food*	👍
3	**CREATURES** Thalamus	With a whopping 91% in *CF*6 Clyde and his buddies deservedly entered at No. 3 and are headed for top slot	NE
4	**HOLLYWOOD COLLECTION** Ocean	Another good compilation, with *Indy Jones*, *Robocop*, *Ghostbusters 2* and *Batman: The Movie*. 'Nuff said	👎
5	**TOTAL RECALL** Ocean	Big Arnie earned himself 77% for his troubles in this arcade platform shoot 'em up. Good, but not brilliant	👍
6	**GOLDEN AXE** Virgin	The amazing Sega coin-cab squeezed into a 64! *Axe* got 88%, reached pole position but is now on the slide	👎
7	**WHEELS OF FIRE** Domark	*Turbo Out Run*, *Chase HQ* and *Power drift* are worth playing; *Hard Drivin'* is worth laughing at	👍
8	**GAZZA 2** Empire	*Gazza 2* showed promise but delivered none. 38% it got, and 38% is all it's worth. Will you never learn?	👍
9	**BIG BOX** Beau Jolly	There's no arguing with Beau Jolly's compilations. Packed with games, you can't really complain	👍
10	**KICK OFF 2** Anco	Anco's *Kick Off 2* gets another slice of the charting action. It appeared before *CF* was around so no rating	RE
11	**ROBOCOP 2** Ocean	This Corking cart game hit 90% but never did as well as it should. You guys just don't know a good thing...	👎
12	**JUDGE DREDD** Virgin	The 2000AD lawman should slap the programmers in an Iso Cube for this. 56% it got – and that's generous	NE
13	**E HUGHES' SOCCER** Audiogenic	Crazy Horse has been in the charts for ages and looks all set to carry on. 'Eeeh! I know it, I know it' etc...	👍
14	**TURRICAN** Rainbow Arts	Moments before the 96%ing *Turrican 2* hits the streets, the original re-enters the charts. Will it never die?	✋
15	**RICK DANGEROUS 2** Microprose	94% and 'It's A Corker' for this stunning platform puzzler. Back in the running after a brief chart departure	RE
16	**F16 COMBAT PILOT** Digital Int'n	This smart flight combat simulator just carries on selling. Unrated by *CF*, but recommended nonetheless	👍
17	**SUPER OFF-ROAD RACER** Virgin	The Ed wasn't too impressed with this wobbly racer and only gave it 65%. Looks like you lot liked it, though	👎
18	**SHADOW WARRIORS** Ocean	The Warriors have had a long stay (some of it at No. 1), but now it looks like they're finally on their way out	👎
19	**NINJA REMIX** System 3	The 12" version of *Last Ninja 2* seems to meet with your approval. We liked it too, with a Corking 92%	NE
20	**FLIMBO'S QUEST** System 3	System 3's jolly scrolly platform shooter makes a surprising re-appearance after a lengthy break	RE

BUDGET GAMES

1	**R-TYPE** Hit Squad	NE
2	**AFTER BURNER** Hit Squad	NE
3	**PAPERBOY** Encore	▼
4	**OUT RUN** Kixx	▲
5	**OP WOLF** Hit Squad	▲
6	**REAL GHOSTBUSTERS** Hit Squad	NE
7	**QUATTRO ADVENTURE** Code Masters	▼
8	**TARGET RENEGADE** Hit Squad	▼
9	**DT'S OLYMPIC CHALLENGE** Hit Squad	▲
10	**DOUBLE DRAGON** Mastertronic	▲

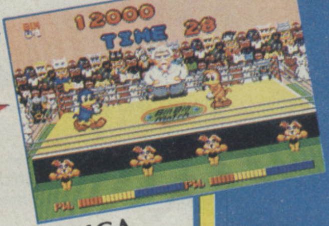
FISTS of FURY

Virgin GAMES

EDITION 2

...the ultimate compilation!

DYNAMITE DÜX



AMIGA

When Little Lucy is stolen by the terrible ACHACHA her two friends BIN and PIN really get angry! When they land a punch KERPOW! No one stands up.

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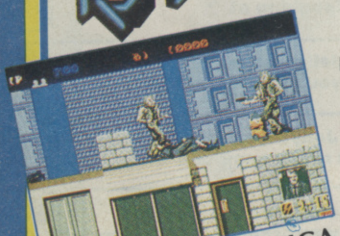
SHINOBI



AMIGA

ENJOY FRANTIC oriental action in this Ninja beat-em-up. Search for kidnapped children and dispose of marauding thugs with blows from feet, fists and shuriken stars. Classic Sega coin-op thrills!

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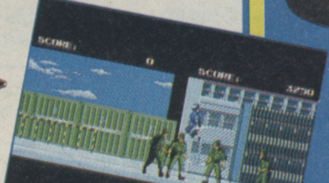
THE NINJA WARRIORS



AMIGA

You are MULK, pal ... and as THE totally wicked revolutionary your gonna build 2 assassination machines — The Ninja Warriors — and attempt to chill out the evil master-greek, BANGLER.

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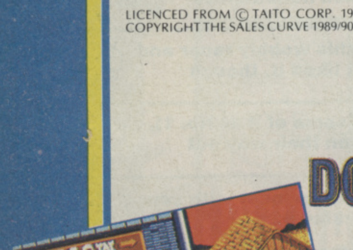
双截龍 II DOUBLE DRAGON
The Revenge



AMIGA

The Double Dragons, Billy and Jimmy, seek to avenge the death of Marian — and might even be able to bring her back to life if they can only penetrate the secret lair of the Shadow Boss.

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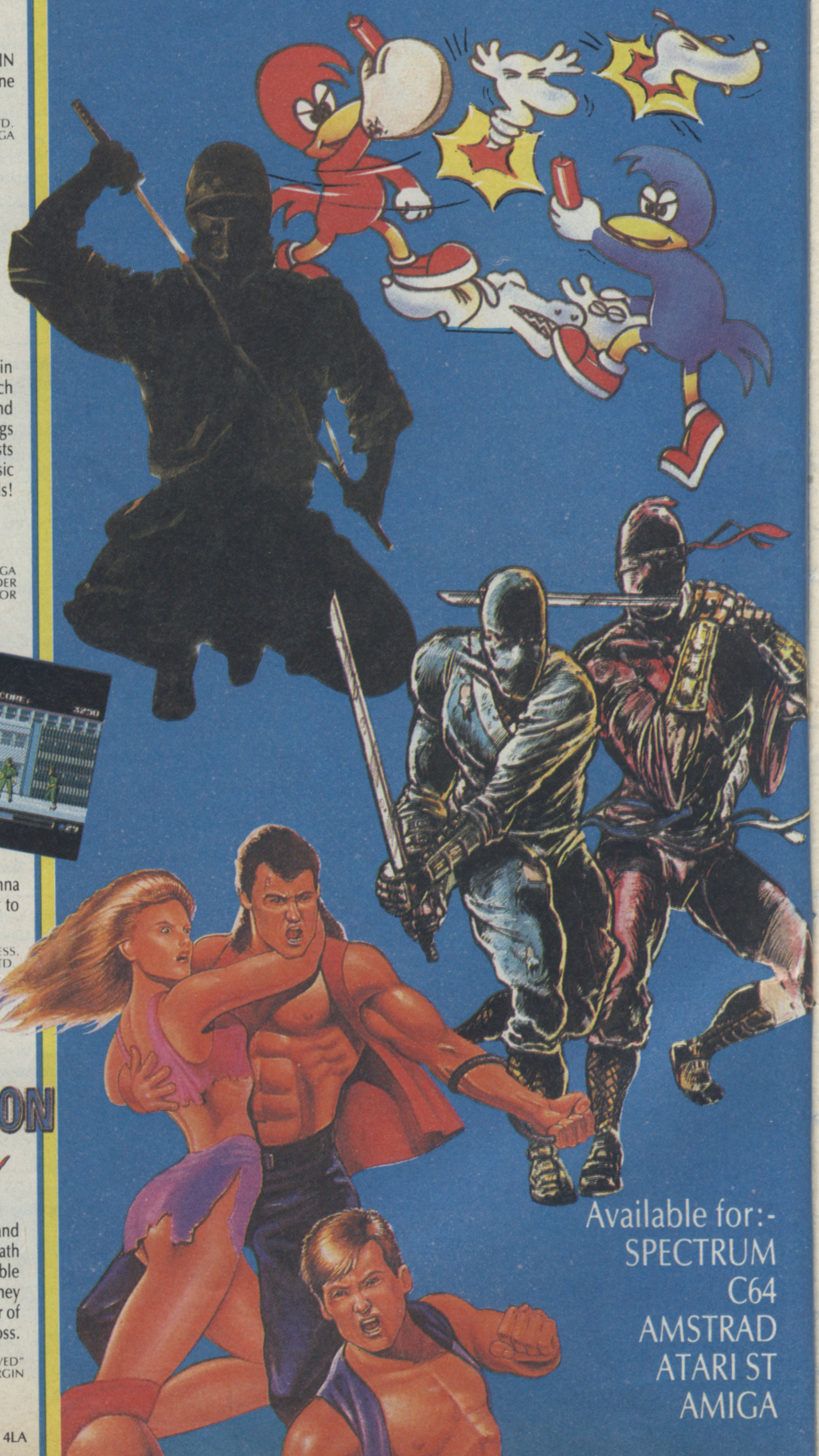

Available for:-
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AMIGA

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Got a game that's giving you grief?
Angry about and acrade adventure?
Peeved with a platformer?

GameBusters

Well resident staff sloth Andy Dyer flops down from his arboreal annex (tree house) and gets lots of other people to do his dirty work for him (and then takes all the credit)

You must have seen the corking POKE supplement on the front of the mag by now. In which case you should rush out and buy an Action Replay cartridge as we'll be doing AR POKES for new games from now till doomsday. But don't worry if you don't have one as we will endeavour to include full POKE listings wherever possible. Speaking of which, this month we have full cheat listings for *Turtles*, *STUN Runner*, *Days Of Thunder* and *Head Over Heels.*

TEENAGE MUTANT NINJA TURTLES

Type in the following listing, run it then load the game as normal but with infinite lives.

```
0 REM CASSETTE CHEAT BY M PUGH
1 FOR X=520 TO 606 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 FOR X=384 TO 404 : READ Y : C=C+Y
: POKE X,Y : NEXT
3 IF C=12565 THEN POKE 157,128 :
SYS520
4 PRINT "DATA ERROR"
5 DATA 32, 44, 247, 160, 17, 140,
64, 3, 136, 140, 62, 3
6 DATA 32, 108, 245, 169, 32, 141,
233, 16, 169, 61, 141, 234, 16
7 DATA 169, 2, 141, 235, 16, 162,
157, 189, 158, 16, 157, 158, 2
8 DATA 202, 208, 247, 169, 166, 141,
20, 3, 169, 2, 141, 21, 3
9 DATA 208, 254, 141, 13, 220, 72,
169, 32, 141, 240, 3
10 DATA 169, 82, 141, 241, 3, 169,
2, 141, 242, 3, 104, 96
11 DATA 169, 93, 141, 230, 248, 169,
2, 141, 231, 248, 96, 128, 1
12 DATA 169, 141, 141, 124, 18, 169,
1, 141, 125, 18, 108, 22, 0
13 DATA 169, 240, 141, 198, 61, 76,
13, 8
```

COMMANDER: ANDY DYER
RATING: MOSTLY STUPID

Remember that *Elite* cheat we did two issues ago? Would I be right in thinking you spent ages typing it in only to find it didn't work? Er, sorry about that one. Apparently people have experienced an error message referring to line 62 when they ran the prog. This was because an item of data in line 60 was missing so that by the time your trusty 64 reached line 62 it had become so addled it simply gave up the ghost.

The flawed line should have read thus;
60 DATA 162, 73, 24, 138, 125, 175, 37, 93, 176, 37, 202, 208, 247, 141, 252, 37, 162, 73, 24

Turn to page 24 for more POKEs!

STUN RUNNER

This one gives you infinite time so you can open the sun roof and take a leisurely pootle through the levels admiring the scenery.

```
0 REM CASSETTE CHEAT BY M PUGH
1 FOR X=301 TO 343 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 IF C=4774 THEN POKE157,128 : SYS
301
3 PRINT "DATA ERROR"
4 DATA 32, 44, 247, 32, 108, 245,
169, 67, 141, 158, 3
5 DATA 169, 1, 141, 159, 3, 76, 81,
3, 72, 77, 80, 169, 103
6 DATA 141, 106, 198, 169, 54, 141,
107, 198, 76, 165, 197
7 DATA 169, 248, 141, 86, 101, 76,
13, 8
```

Bowyers Booty

As usual, the meaty Gamebusters section will give away a voucher worth 20 quid for our Mail Order section to the people who provide the porkiest POKEs, the most chicken flavoured cheats and the most succulent solutions. Send your offerings to 'Give me a bite of your Gamebusting sausage' at the usual park bench address.

Samaritans Corner

This isn't in the corner at all is it? Perhaps I should have called it Samaritan's Column. Then again, perhaps not.

Oh Lordy, the people listed below are practically having paroxisms over their lack of game playing talent. Please send your help before it's too late.

Andrew Walker of Ashford in Kent would like cheats 'n' POKEs for Eagle's Nest. John Rock from Cricklewood is obviously completely crap as he wants help with *E-SWAT*, *Klax* AND *Fighter Bomber*.

Barry McWilliams of Coleraine wants stand alone POKEs for *Navy Moves*, *Bubble Bobble*, *Bact to the Future II* and *Phobia*.

And finally Neil Wilson of Morecambe wants a wad of tips for *Magicland Dizzy*.

In response to Kieran Healy's plea for help with *Spellbound* last month, we've been sent a players guide. Due to lack of space though we won't be able to print it until next month, so bally well make sure you don't miss it.

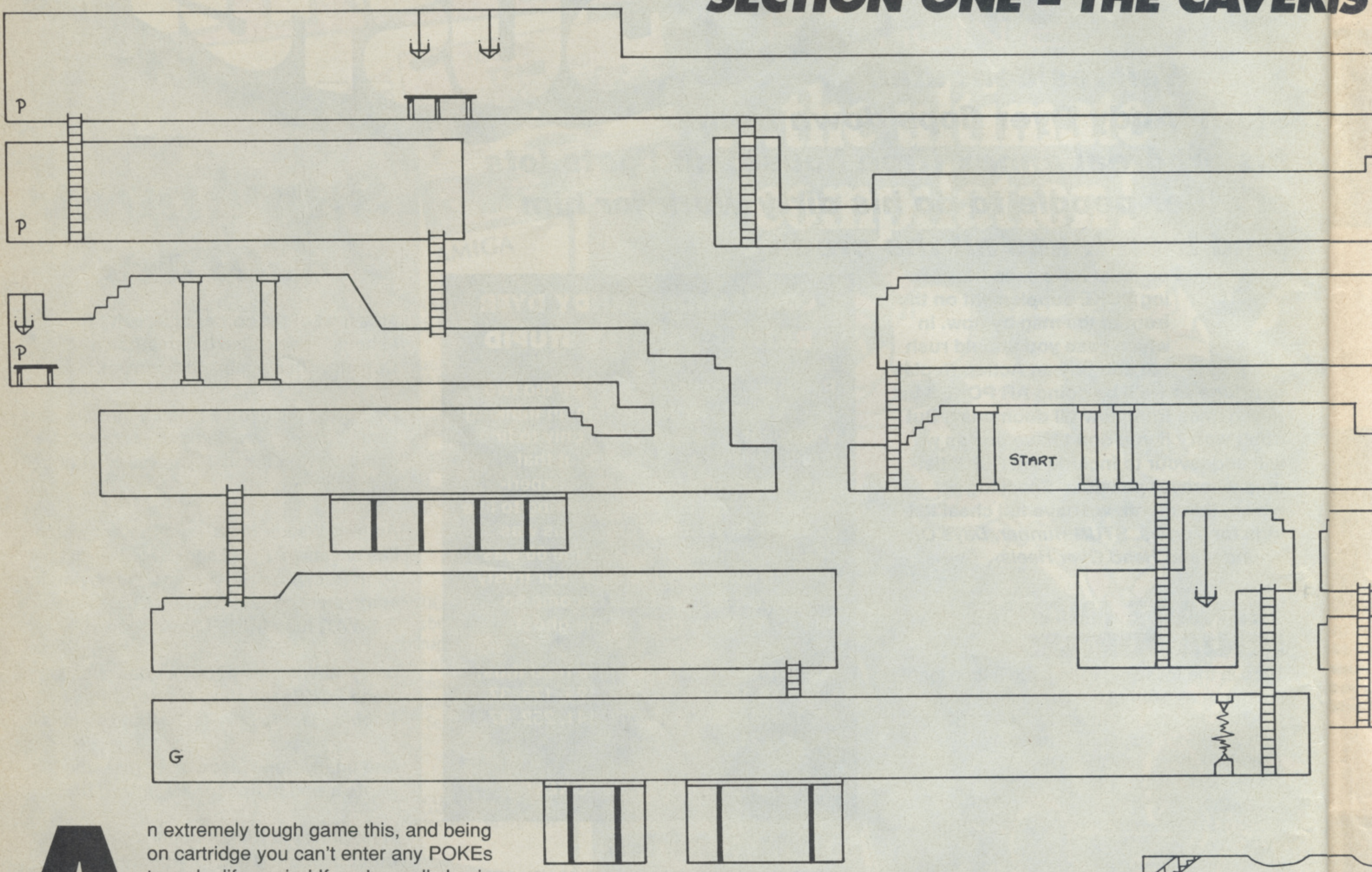
Also Andy Roberts has sent us a POKE for *Head over Heels* (David Black of Sheffield take note). Oh yes and apparently you don't meet up with Heels until long after the first level in the game. Type in this listing, run it then press play on tape.

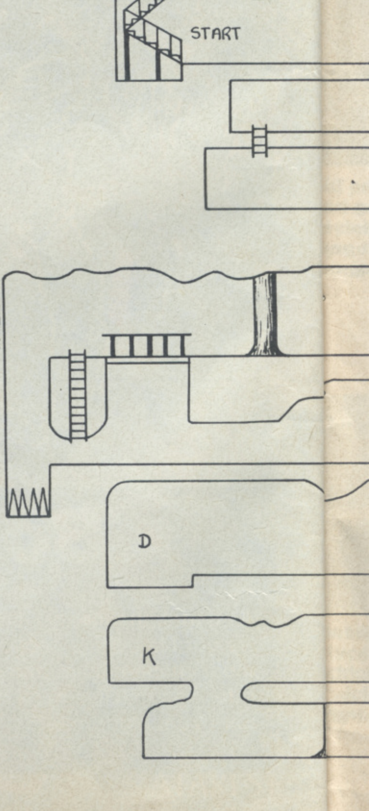
```
5 REM HEAD OVER HEELS MEGA LISTING
10 FOR L=53229 TO 53300 : READ A :
IF A= -1 THEN SYS53229
20 POKE L,A : NEXT
30 DATA 198, 157, 169, 0, 162, 1,
168, 32, 186, 255, 32, 189, 255, 32
40 DATA 213, 255, 169, 208, 141,
146, 4, 96, 206, 126, 117, 206, 154
50 DATA 122, 169, 128, 141, 109,
117, 76, 3, 1, 0, 0, 0, 0, 0, 0, 0,
-1
```

This will give you infinite lives, doughnuts, jumps, speed and invincibility
but only once you've collected them.

SHADOW OF THE B

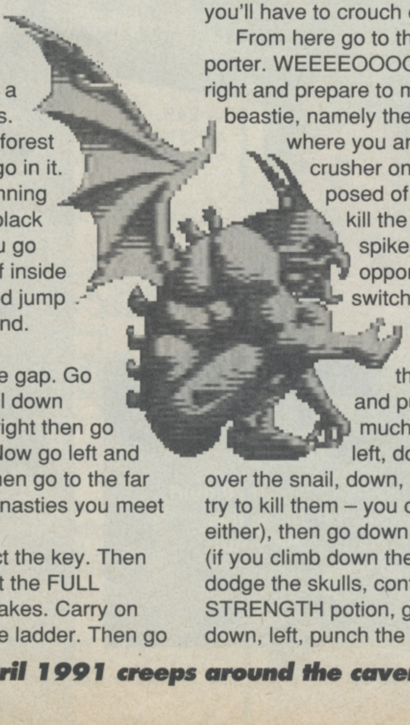
SECTION ONE – THE CAVERIS





An extremely tough game this, and being on cartridge you can't enter any POKEs to make life easier! If you're really having problems then this definitive solution will prove invaluable. Here we go...

First things first, I suggest you play the game with the music on, simply because the key to long term survival is knowing exactly where the enemies come from and the background music will help you remember. Honestly it really does help to practise a lot and learn to anticipate attack waves.



From the start, run left through the forest until you encounter a door in a tree – go in it. If you ignore the door and continue running left you'll be swallowed up by a large black hole. Don't say I didn't warn you. If you go inside the tree you should find yourself inside the underground labyrinth. Go right and jump over the flame which comes from behind. Continue right avoiding the tree roots.

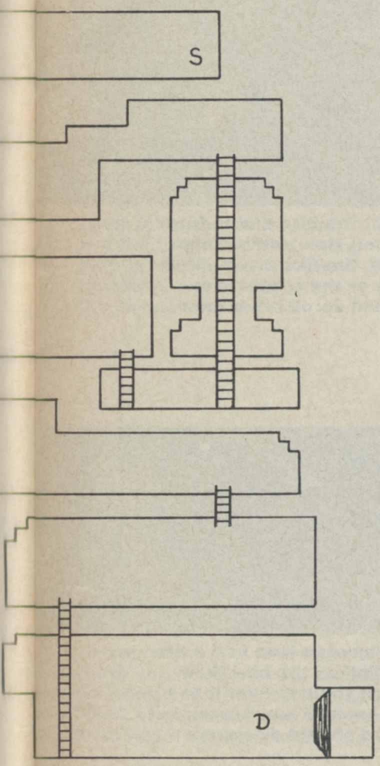
Ignore the ladder and jump over the gap. Go right, fall down then move right and fall down again. Climb down the ladder to your right then go right, down, right, down, right, down. Now go left and down the first ladder you encounter, then go to the far left (ignoring any ladders) and kill any nasties you meet on the way.

Jump the gap at the end and collect the key. Then fall down the gap and run right. Collect the FULL STRENGTH potion and kill the two snakes. Carry on going right and climb all the way up the ladder. Then go right, up, left, up, left, down and continue leftwards. Kill the nasties then prepare to meet a rather vicious demon. Simply walk right up to him and punch his ball (oof!) nine times to gain the plasma bolt. Of course you'll have to crouch every time he breathes fire.

From here go to the right and walk into the teleporter. WEEEEOOOOAAAAHHH! Now go up, left, up, right and prepare to meet yet another whopper of a beastie, namely the huge bone crusher. Stay exactly where you are and press fire repeatedly – the crusher only requires ten hits and is disposed of quite quickly. Now head right and kill the nasties while avoiding the huge spikes from above. Go up at the first opportunity, then go left until you find a switch – hit it so that it points downwards. Go right, up, then go left and pick up the key (watch out for the wasp). Now go to the far right and punch the oil drum to reveal some much needed strength. From here go left, down, right, down, right, up, jump over the snail, down, left, duck under the lizards (don't try to kill them – you can't. And you can't run past them either), then go down. Jump over the slug and fall down (if you climb down the slug will get you). Then go right, dodge the skulls, continue right and collect the FULL STRENGTH potion, go left and down. Now go right, down, left, punch the skulls, continue left, down, kill the

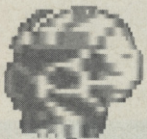
BEAST

RNS



crawler, down, left, up, left, down, kill the ghost, up, right and collect the POWER PUNCH potion (the switch you hit earlier disabled the force field). Go left, all the way down the ladder, right (avoiding the rocket engines) and get ready for yet another gargantuan ghoulie. This time it's the rather raucous red rhino, along with the nasty 'supposi-spike'! No tactics here, I personally run straight up to the rhino and punch like crazy – by doing this I only ever lose two or three units of strength. Once he has been disposed of go right through the door and climb up the well shaft.

This next section is a real toughie. It really is a case of learning both the enemy attack patterns and the best way to defeat/avoid them. Punch most enemies when they are at arms length and never let them get closer than that. You will encounter demons, bats, spikes, eyeballs, beetles, dragons, huge hands, as well as some pillars (punch them to reveal strength potions).



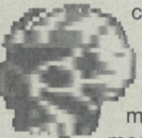
When the castle comes into view don't go through the door – run to the right and collect the torch from the wall then go left and into the castle. If at this point you've got less than 15 units of strength then I would suggest you cry and scream a lot. No sorry, you'll just have to be extra vigilant.

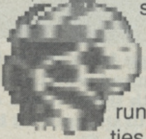
From the doorway go left, up, right, and avoid the mines dropped by the spaceships. Kill the two blobs, go right, down, kill the snake, right, up (move quickly to avoid the squidgy blobs), left, drop down, left, kill the blob and avoid the cascading swords, then climb up the ladder.

Head to the far right, destroy the chest and collect the spanner. Then go to the far left, collect the strength, kill the ghost, go as far left as possible and collect another strength potion. Then go right, down, left and again pick up the strength. Continue right, duck under the axes, down, right, fall down.

Go left across the bridge, down, right, down, to the far left and collect the gun from inside the chest. Now let's kick some serious alien ass!

Go right to the right (if you see what I mean) and use the spanner to switch off the force field. Go up, left, fall down, left, up, right, down, left (shoot the torpedoes), down, right and ready yourself for the three-headed dragon. If your timing is good you won't lose any strength. As with the bone crusher, stay exactly where you are and shoot like crazy. Only the bottom head will cause you any trouble – jump up as soon as he opens his mouth. After this particularly 'ard meanie has been slain you will find yourself outside the castle for the final section.





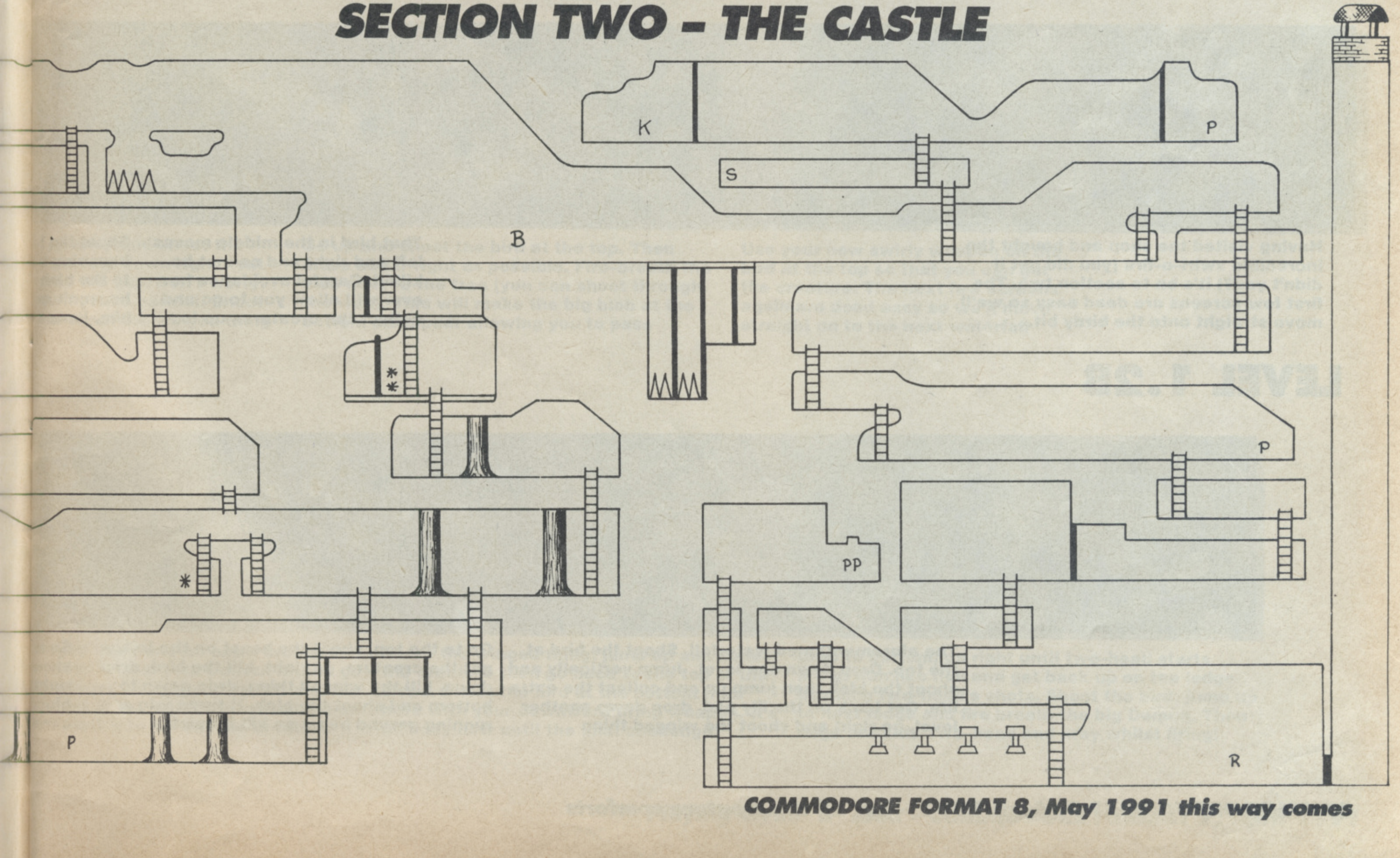
No time to listen to the lovely music, you've got work to do. Again you find yourself on the grassy plains and it's simply a case of running to the right. There are all manner of nasties to contend with such as ghosts, bats (flying kick 'em), demons, lobsters and skeleton warriors (be quick to kill them). Destroy the gravestones to reveal some more strength (plus a few ghosts). Then it's on to the final challenge.

At the risk of repeating myself, this final encounter isn't too bad. As long as you're about two inches from the Beast Lord's foot his lethal chain-thing can't harm you so keep running backwards and forwards (hitting the toenail in bursts of three).

As soon as the Beast has been conquered, sit back and... no, I won't spoil it for you. Suffice it to say that the end sequence is exactly the same as the Amiga one (ie totally naff).

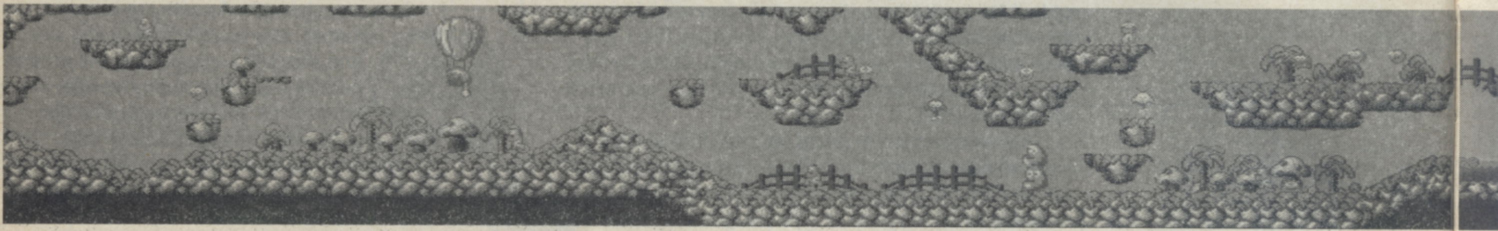
Now for a word of warning, the following cheat mode may be a godsend for those of you who are getting nowhere, but it could seriously spoil your enjoyment of the game. All you have to do is enter... no. I've changed my mind. I'll save the cheat mode for next month. Bye!

SECTION TWO – THE CASTLE



CREATURES G

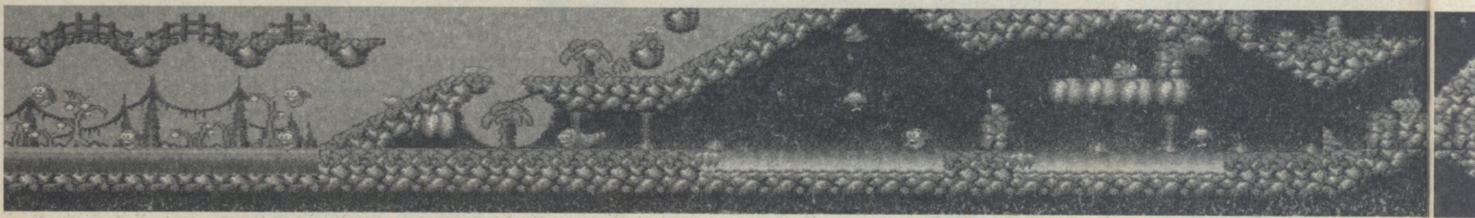
LEVEL 1.1A



Stay just out of range from the balloon and the beast on the ground won't harm you. Use your fiery breath three times on the balloon. Then simply kill the ground beast in whichever way you see fit

Position yourself just past the bird and in front of the two headed monster. Now, while jumping and dodging his shots, fire like crazy. Once past him progress slowly or the creature on the platform above him will scroll off screen

LEVEL 1.1B



This bit is easier than it looks. Keep just out of reach of the winged things. Jump and flame–breath the top one. Then shoot the lower one by jumping and firing repeatedly. It takes a while 'cos of your crap weapon. Then go on and do the same for the second pair of flying things

Ooooh nasty. Shoot the bird. Then follow the winged thing to the other bank. When he reaches it jump over him. It may take a bit of practise!

You'll have to lose half a life here. Follow the bird then attempt to jump over it to the other bank. It won't work but the bird should disappear

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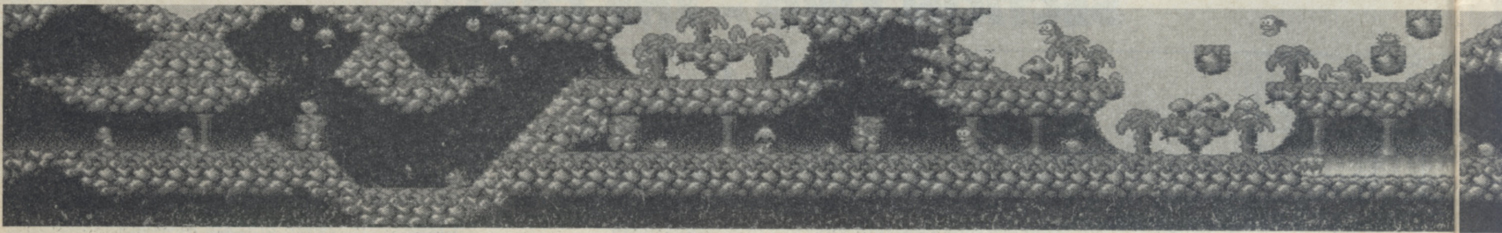
LEVEL 1.2A

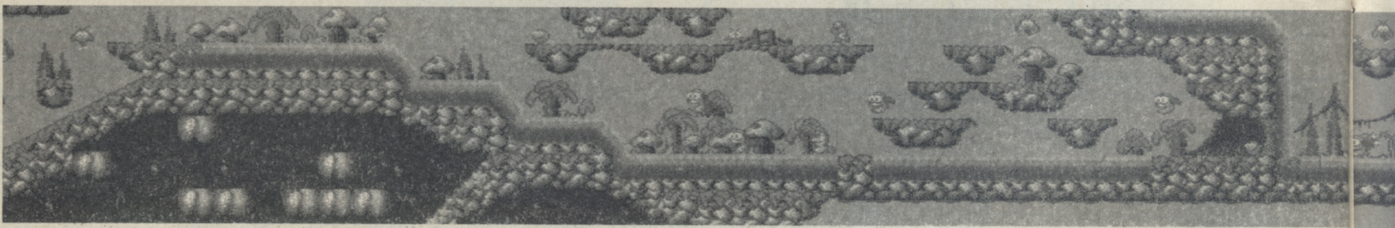


Having visited the shop and bought the incredible swirl–o–fire (you did get it didn't you?) it's on to section two. The first few screens are dead easy so we'll move straight onto the birdy bit...

That bird in the middle moves left and right and cannot be killed. Careful avoidance however will allow you to go and collect the creatures up top

Shoot the b d, ju
bouncing b l the
to the blob eyon
he won't ge you
him, jump u and

LEVEL 1.2B



The aforementioned waterfall. Shoot the bird at the top. Drop down one level. Jump vertically and shoot the blob then jump up and collect the extra life. Get back on the lily pad, drop down another level, go right and shoot the winged thing

Go to the top, shoot the beast on the left, get the creature, go right, kill the bird, drop down, kill the winged thing, drop down to bottom and shoot the blob. It turns into a running ground beast so kill it quickly

Shoo wing
shou l app
right Kill v
blob. "he b
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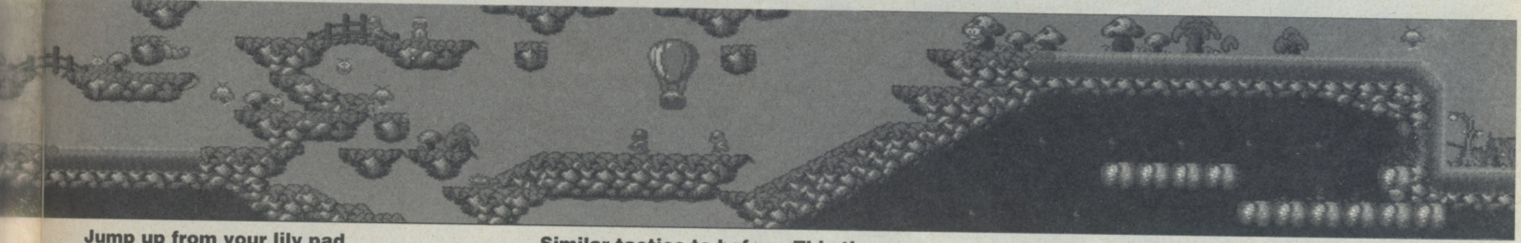
GUIDE

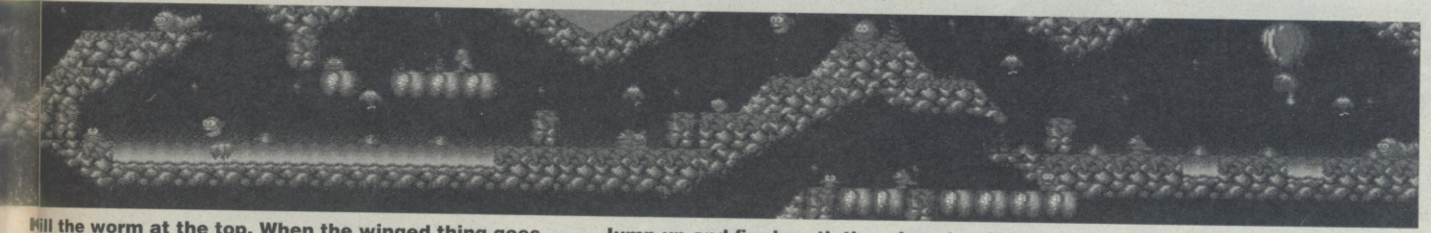
Introducing part 1 of the complete guide to playing and finishing Creatures from Thalamus. If the maps aren't enough, turn the page to find the infinite lives cheat



Jump up from your lily pad and fire to kill the bird. Jump onto the ledge, collect the creature, then fire-breath the tentacle to the left.

Similar tactics to before. This time kill the ground beasts with short bursts of fiery breath. Then while keeping just out of range, fire-breath the mad balloonist

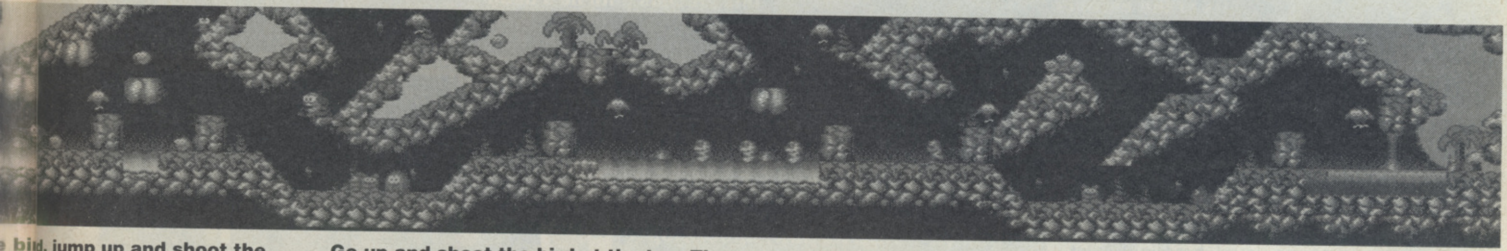
It gets a bit tricky here. Follow the bird while intermittently jumping and firing. When the bird is on it's return journey, run like hell occasionally turning, jumping and firing. Only jump vertically or you'll fall into the water and drown



Kill the worm at the top. When the winged thing goes left beneath you drop onto lily pad. Move right. When you reach a certain point invincible blobby creatures will appear from beneath the bird and come towards you. Jump them and then dash under the bird to the far bank

Jump up and fire-breath the winged thing ensuring the snot-firer doesn't get you. Get to the ledge below the snot-firer then jump up and flame-breath him a couple of times

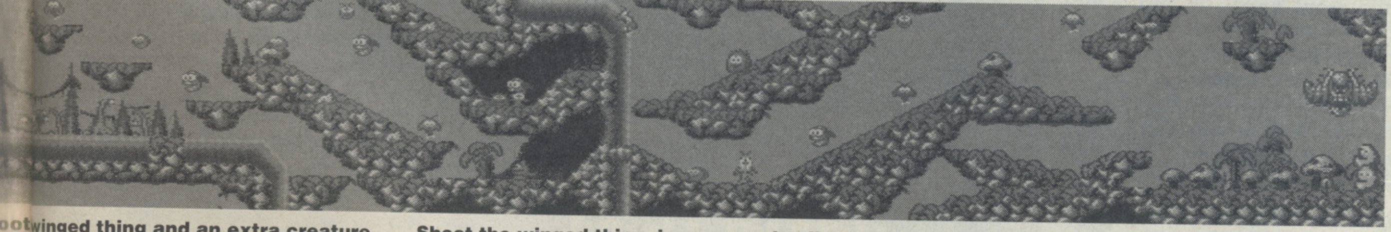
Shoot ground beast. Jump over gap and move right. When balloon moves run away again. Then shoot the balloon while avoiding the invincible blobby things that have started to appear. Simple? I think not



e bird, jump up and shoot the
bal then drop down right next
ob beyond the gap. Don't worry,
get you if you're careful. Shoot
o up and shoot the winged thing

Go up and shoot the bird at the top. Then move as far right as possible. Fire–breath the blob next to the tree (you can shoot through the wall). This will make the big blob at the bottom disappear allowing you to pass

Use your new swirly weapon on the bird at the top so that you can get the creature. The next few screens again are dead easy so we'll move straight on to the next waterfall



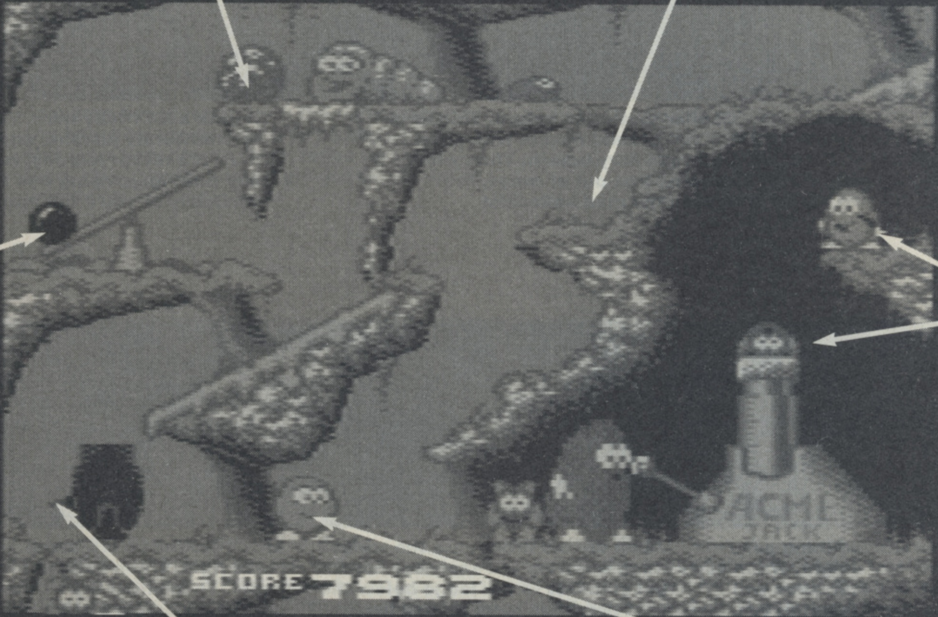
oot winged thing and an extra creature
oul appear behind you. Collect it then go
ht. Kill winged thing, jump up left and kill
b. The bird at the top is indestructible so
refully follow it to collect the creature

Shoot the winged thing, jump up and collect the creature then go back to the top of the slope. Shoot the bird at the bottom from here with your downward firing weapon. It's all easy now until the final challenge

Drop to bottom, go right until two–head starts firing. Run like hell and get back up on the ledge avoiding two–head's shots. Shoot the bird, jump up to next ledge and fire breath the big Demon. Then edge towards Two–head and pray whilst firing!

WHAT THE BUTLER SAW–ED

A step–by–step guide to torture screen one



Step 5 – When the worm is dead, approach the rock and fire breath it. If you're positioned correctly it should topple off the edge of the platform

Step 4 – When the worm poos, wait for his stool to pass. Then jump up and flame breath him. Jump down out of harm's way again and repeat until he dies

Step 6 – Sit back and watch as the rock hits the see–saw. The ball plummets into the cannon which in turn kills the big beast thus saving your furry chum

Step 1 – Know your creatures. This smiling maniac is the chainsaw murderer. Down here is the little cutie you have to save from death by chainsaw. Do it quick as you don't have much time

Step 3 – Flame breath the cannon fuse to light it. Then, as quickly as possible, get up to the top ledge. Remember, time is of the essence

Step 2 – Fire breath the small blob then run right 'cos he rolls towards you. When he rolls back again, follow him and keep firing. Repeat this process until he's dead

DAYS OF THUNDER

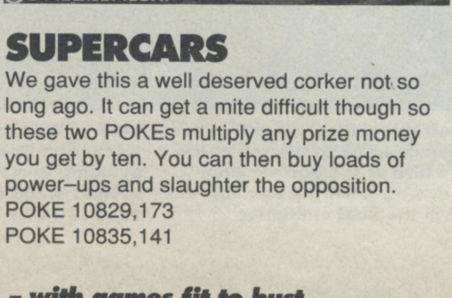
This game was a right old pain in the hindquarters to play so a POKE that prevents damage to your car occurring can only be a good thing.

It just so happens that **Martin Pugh** is into good things so, as usual, type in the listing, RUN it, and then load the game as normal. Now you should be able to Cruise through (groan) it with ne'er a hitch.

```
0 REM CASSETTE ONLY CHEAT BY MARTIN
PUGH
1 FOR X=525 TO 598 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 IF C=8192 THEN POKE 157,128 :
SYS525
3 PRINT “DATA ERROR”
4 DATA 32, 86, 245, 169, 24, 141,
86, 9, 169, 78, 141, 88, 9
5 DATA 76, 16, 8, 72, 77, 80, 169,
43, 141, 32, 192, 169, 2
6 DATA 141, 33, 192, 96, 169, 173,
141, 97, 110,141, 199, 110
7 DATA 141, 39, 112, 141, 100, 110,
141, 217, 110, 141, 17, 112
8 DATA 141, 175, 110, 141, 172, 110,
141, 36, 112, 141, 178, 110
9 DATA 141, 220, 110, 141, 14, 112,
141, 202, 110, 76, 13, 8
```

ACTION REPLAY POKES

Believe it or not we couldn't include replay POKEs for every game that ever existed in our cover booklet. So from now on when we get new games in we'll Action Replay 'em to death. And that's a promise.



SUPERCARS

We gave this a well deserved corker not so long ago. It can get a mite difficult though so these two POKEs multiply any prize money you get by ten. You can then buy loads of power–ups and slaughter the opposition.
POKE 10829,173
POKE 10835,141

INVISIBLE.SILENT.STOLEN
THE HUNT FOR RED OCTOBER
GRANDSLAM
Paramount Pictures

THE HUNT FOR RED OCTOBER

The following POKEs give you infinite lives on each and every level. Er, except for level two. You can't have everything.

Level 1
POKE 2741,173

Level 2
It's too easy anyway.

Level 3
POKE 2505,173

Level 4
POKE 2741,173

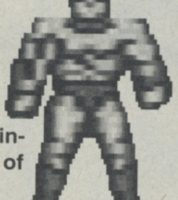
GOLDEN AXE

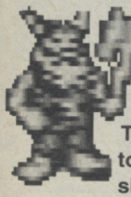
THE ESSENTIAL GUIDE

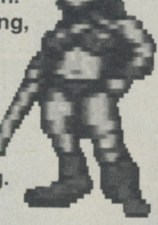
Great music, good graphics and taxing gameplay. It's certainly one of the most testing games around, and definitely separates the men from the boys. If you are getting diced 'n' sliced too often and are in need of some good advice, then look no further. This is the definitive lowdown on Golden Axe (and there's even a POKE for all you gutless wimps)

WHO'S WHO

Ooh, choices, choices. Axe Battler is an incredibly powerful bloke, but he's also a little on the sluggish side. He may be able to slay enemies with a single hearty swipe but getting out of tight situations is not his forte. Gilius Thunderhead is a tough little fellow too, and his magic is the most effective. However his combat techniques leave a lot to be desired. So, I would suggest that you plump for the sultry Tyris Flare – she's almost as tough as Kati Hamza and she packs a mean punch. Her magic is also totally devastating, as are her rather more than ample physical attributes. To be honest, it won't *really* affect the game if you choose any one of the three characters – what you feel comfortable with is the important thing. Well, that and winning...







LEVEL 1
THE WOOD

A nice, gentle introduction to the game. The ogres are pretty docile and are often quite slow on their feet. They can be slain using three piledrivers or five swipes (opt for the piledriver – ogres usually stay in the same place, making them easy to hit). You will encounter a dragon for the first time here and you can ride it. If you want to stay on it for a long time, keep on the move. You quickly find, however, that these dragons are not as powerful as they first seem (dragons take twice as long to kill an enemy). Anyway, 13 ogres must be killed before tackling two giants at the end of the level. Save up your magic for such end-of-level beasties.

LEVEL 2
WOOD/VILLAGE

Things start to speed up a little now. The Amazon women require four piledrivers or six swipes before they meet their maker and there are two types of Amazon: slow ones and fast ones. Kill ten of these undesirable females and you come face to face with the *huge* knights. Again, full strength magic comes in very handy for dealing with characters who are this mean. If you are forced to fight them hand-to-hand, it's best to piledrive them a couple of times and then butt them away and repeat the process. Knights have a rather vicious slash (!) so take care!

LEVEL 3
TURTLE VILLAGE

This level is the tester; from here on it gets tough (with an extremely large and bold capital 'T'). The soldiers are quite tricky to slay, requiring four piledrivers or eight swipes. They move about constantly, so it really helps to master changing your direction when piledriving. If a soldier runs towards you, you can be certain that he will try to whack you in the back – run! The best method is to kick them away then piledrive. After tackling 13 of these terrors, you again encounter two giants. They are *much* faster than before! Oh, be careful when jumping the bridge; it is very easy to fall.

LEVEL 4
EAGLE ISLAND

Sorry, did I say tough? I meant Bloomin' Impossible! The skeletons stand up until you deliver four piledrivers or a mammoth 14 swipes. They are agile and extremely powerful. This is the level you should save your continue-plays for. As you progress into the depths of the level, the enemies become faster and more intelligent. Piledriving tales a heck of a lot of skill. Defeat 13 skeletons (phewee!) to reach another two knights. These blighters are well 'ard – full magic doesn't even scratch their armour!

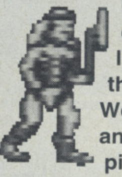
LEVEL 5
THE CASTLE

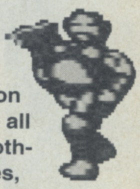
The final level! The impossible level! Basically, it's just a case of defeating 18 skeletons (!) before the showdown. Forget what I said about saving your magic – use it at every opportunity (there is a final chance to top up your magic just before you meet old Death Adder). Actually, Death Adder isn't too bad! Soften him up with a burst of full strength magic, then piledrive him a couple of times. It is wise to keep on the move, though – he has got the Golden Axe, after all.

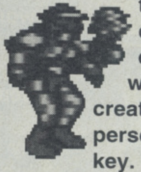
Once he has been quashed, put your feet up and watch the ever so lovely end sequence (which features some kids playing the *Golden Axe* coin-op – nice one). Then, of course, have a nervous breakdown. If you're that way inclined and you also happen to own an Action Replay cartridge, you could always enter POKE 13158,173 for infinite lives (it must be reentered on each level). So there are no excuses, don your leather pants and cast iron boob tube and do some real damage.

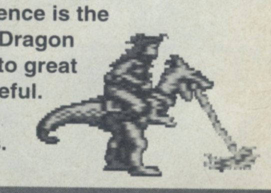
FRIEND OR FOE?

Here is a sprinkling of the folk you're likely to meet along the way. The Amazon Woman is a right old cow and no mistake. Four piledrivers will see her off. The little Elf should be kicked senseless to obtain magic, but be quick. That fat geezer (middle right) is a Giant from the end of level one. Use magic on these as it'll take all day to kill them otherwise. The Ogres, while not the toughest of creatures, are large in number so perseverence is the key. The Dragon can be mounted to great effect, but be careful. If you're hit, the beast disappears.









THE LAS

Right then, before we start the players' guide here's a listing for infinite lives and some POKE jobbies for Action Replay owners. These should make the cassette version of the game incredibly easy to complete (well almost). But if you don't own an Action Replay cart or a cassette version don't worry, this complete solution should be more than enough to get you through with a bit of perseverance. Go forth, my disciples, and become well versed in the ancient oriental art of 'cheating like crazy'.

1) INFINITE LIVES LISTING

```
1 PRINT CHR$(147)TAB(2)"LAST NINJA CHEAT ACTIVE – LOADSALIVES"
3 POKE 649,0 : FOR I=579 TO 640 : READ A : POKE I,A : C=C+A : NEXT I
4 FOR I=31722 TO 31735 : READ A : POKE I,A : C=C+A : NEXT I : IF C=8876 THEN SYS 579
5 PRINT "DATA ERROR!" : END
6 DATA 198, 157, 78, 41, 3, 169, 0, 162, 1, 168, 32, 186, 255, 32, 189, 255, 32, 213, 255, 120, 136
7 DATA 140, 21, 3, 169, 128, 141, 237, 2, 238, 119, 244, 238, 120, 244, 169, 166, 141, 20,3, 108
8 DATA 20, 3, 162, 121, 142, 178, 3, 206, 179, 3, 76, 81, 3, 169, 197, 141, 135, 120, 76, 191, 3, 12
9 DATA 0, 0, 169, 49, 141, 159, 2, 169, 234, 141, 160, 2, 96
```

2) ACTION REPLAY CHEATS

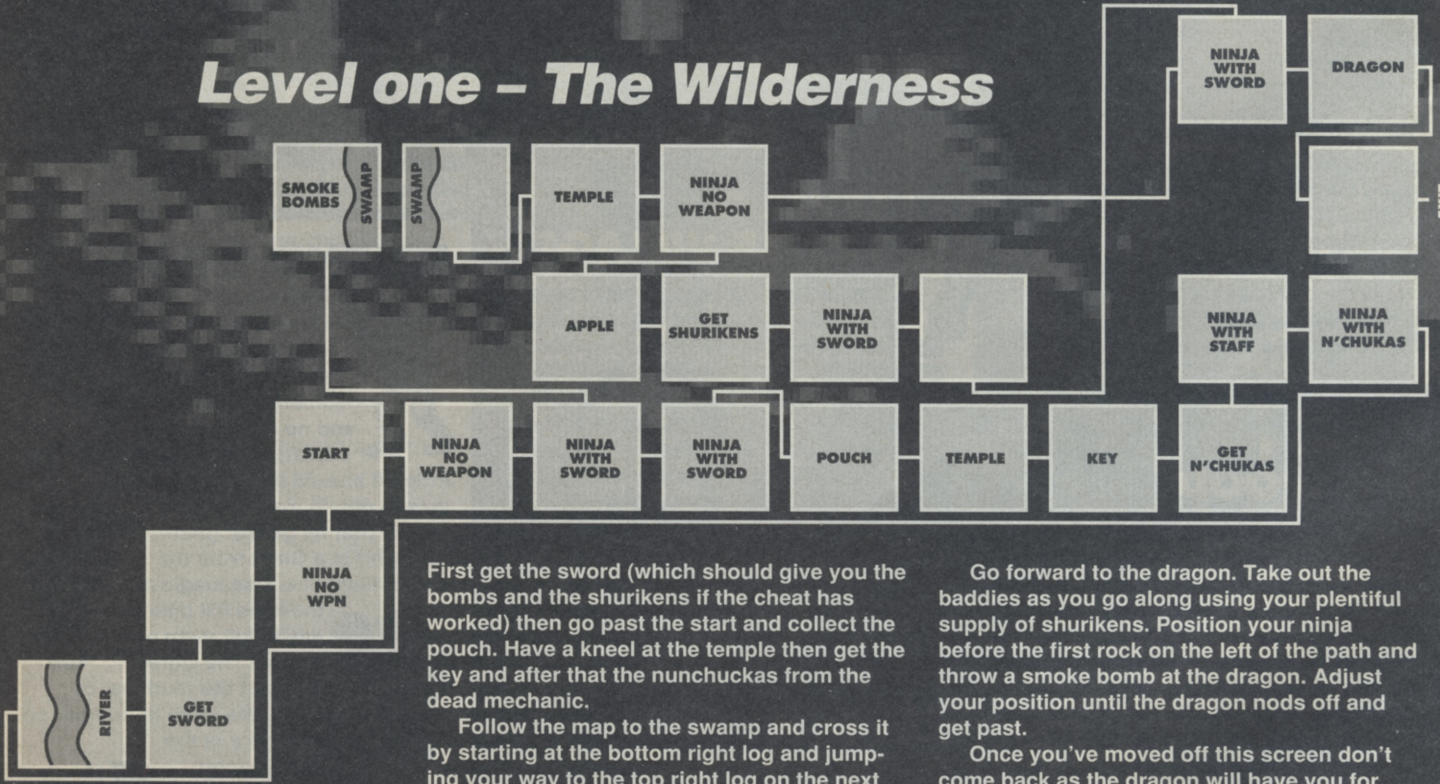
After loading each level, enter the Monitor and input the following;
Change the variable in 30855 ($7887) from 198 (C6) to 197 (C5) which should give you infinite lives.

After loading level one try these to ensure a huge supply of smoke bombs and shurikens.

Change 1018 ($03FA) from 00 to 255(FF)
Change 1019 ($03FB) from 00 to 255(FF)

Then on level two, enter the monitor and change 22085($5645) from 198(C6) to 197(C5) to ensure that Ninja magic doesn't run out once collected.

Level one – The Wilderness


SMOKE BOMBS
SWAMP
SWAMP
TEMPLE
NINJA NO WEAPON
NINJA WITH SWORD
DRAGON
EXIT
APPLE
GET SHURIKENS
NINJA WITH SWORD
NINJA WITH STAFF
NINJA WITH N'CHUKAS
START
NINJA NO WEAPON
NINJA WITH SWORD
NINJA WITH SWORD
POUCH
TEMPLE
KEY
GET N'CHUKAS
NINJA NO WPN
RIVER
GET SWORD

First get the sword (which should give you the bombs and the shurikens if the cheat has worked) then go past the start and collect the pouch. Have a kneel at the temple then get the key and after that the nunchuckas from the dead mechanic.

Follow the map to the swamp and cross it by starting at the bottom right log and jumping your way to the top right log on the next screen. Continue on to get the apple then back to the temple for a kneel.

Go forward to the dragon. Take out the baddies as you go along using your plentiful supply of shurikens. Position your ninja before the first rock on the left of the path and throw a smoke bomb at the dragon. Adjust your position until the dragon nods off and get past.

Once you've moved off this screen don't come back as the dragon will have you for lunch. Remember you should have plenty of bombs to get it right.

T NINJA

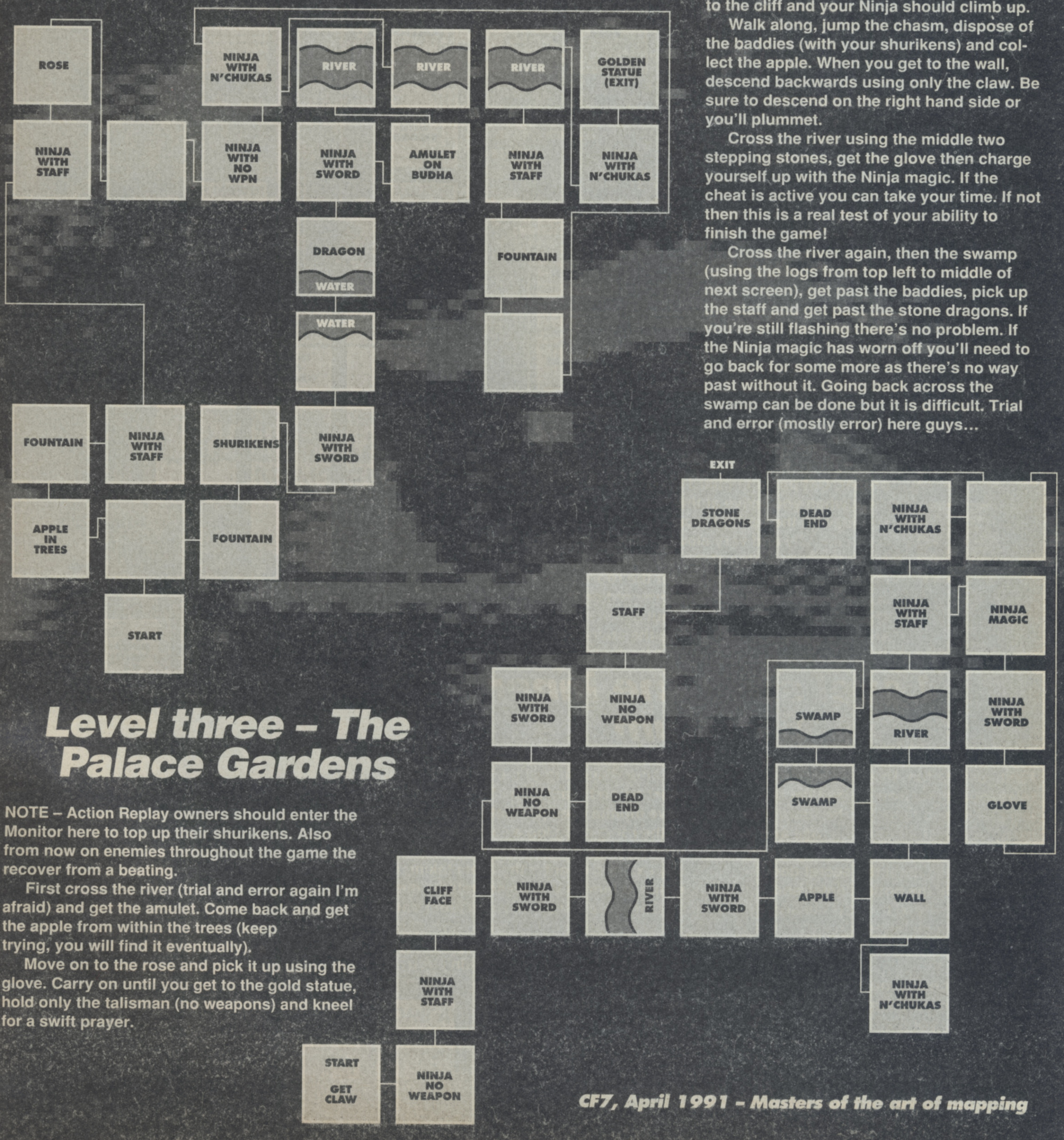
Level two – The Wasteland

On the very first screen get the claw from the right hand statue. When you get to the cliff face hold nothing but the claw, walk up to the cliff and your Ninja should climb up.

Walk along, jump the chasm, dispose of the baddies (with your shurikens) and collect the apple. When you get to the wall, descend backwards using only the claw. Be sure to descend on the right hand side or you'll plummet.

Cross the river using the middle two stepping stones, get the glove then charge yourself up with the Ninja magic. If the cheat is active you can take your time. If not then this is a real test of your ability to finish the game!

Cross the river again, then the swamp (using the logs from top left to middle of next screen), get past the baddies, pick up the staff and get past the stone dragons. If you're still flashing there's no problem. If the Ninja magic has worn off you'll need to go back for some more as there's no way past without it. Going back across the swamp can be done but it is difficult. Trial and error (mostly error) here guys...


ROSE
NINJA WITH N'CHUKAS
RIVER
RIVER
RIVER
GOLDEN STATUE (EXIT)
NINJA WITH STAFF
NINJA WITH NO WPN
NINJA WITH SWORD
AMULET ON BUDHA
NINJA WITH STAFF
NINJA WITH N'CHUKAS
DRAGON
WATER
WATER
FOUNTAIN
FOUNTAIN
NINJA WITH STAFF
SHURIKENS
NINJA WITH SWORD
APPLE IN TREES
FOUNTAIN
START
EXIT
STONE DRAGONS
DEAD END
NINJA WITH N'CHUKAS
STAFF
NINJA WITH STAFF
NINJA MAGIC
NINJA WITH SWORD
NINJA NO WEAPON
SWAMP
RIVER
NINJA WITH SWORD
NINJA NO WEAPON
DEAD END
SWAMP
GLOVE
CLIFF FACE
NINJA WITH SWORD
RIVER
NINJA WITH SWORD
APPLE
WALL
NINJA WITH STAFF
NINJA WITH N'CHUKAS
START
GET CLAW
NINJA NO WEAPON

Level three – The Palace Gardens

NOTE – Action Replay owners should enter the Monitor here to top up their shurikens. Also from now on enemies throughout the game the recover from a beating.

First cross the river (trial and error again I'm afraid) and get the amulet. Come back and get the apple from within the trees (keep trying, you will find it eventually).

Move on to the rose and pick it up using the glove. Carry on until you get to the gold statue, hold only the talisman (no weapons) and kneel for a swift prayer.

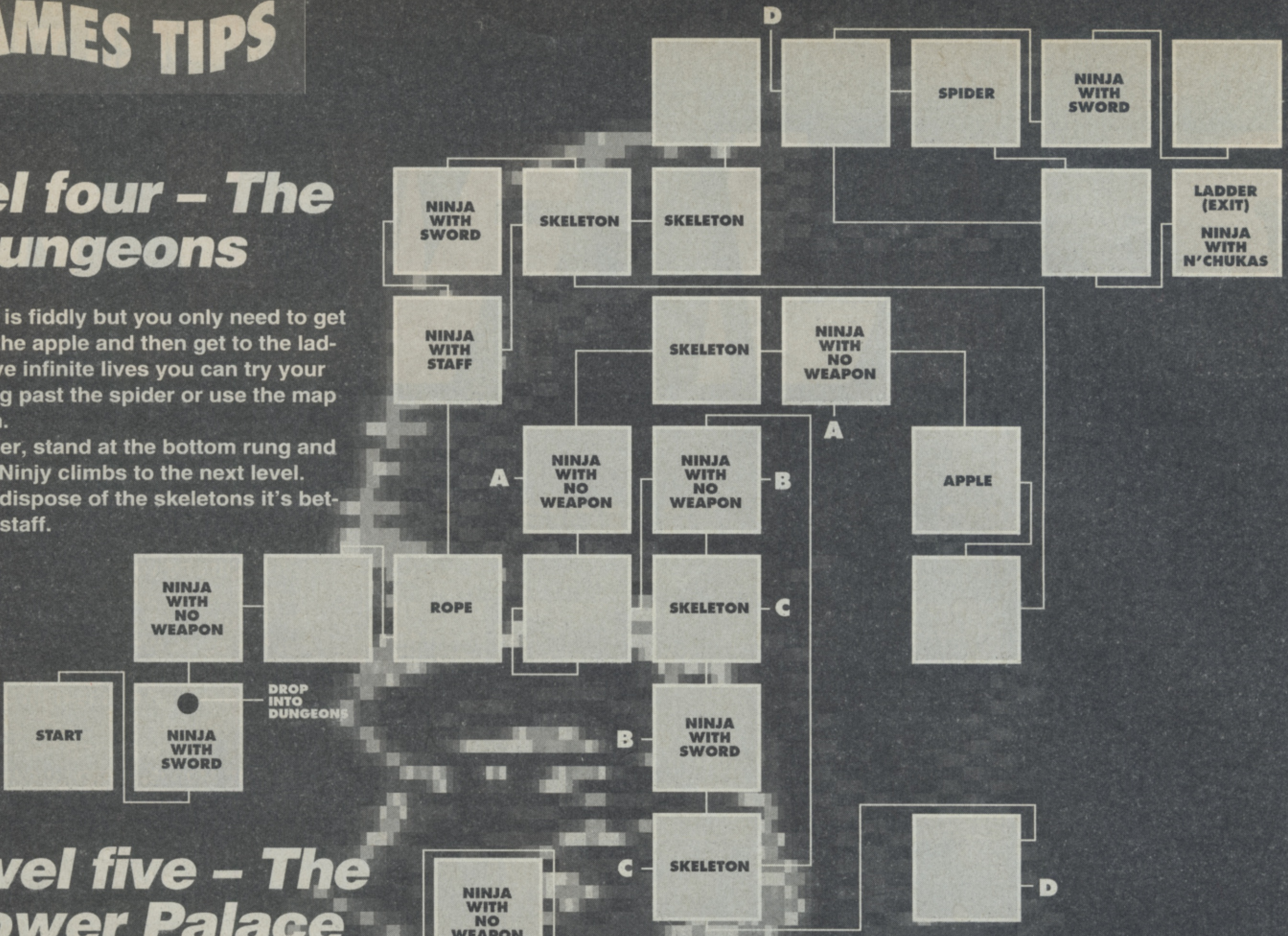
CF7, April 1991 – Masters of the art of mapping

Level four – The Dungeons

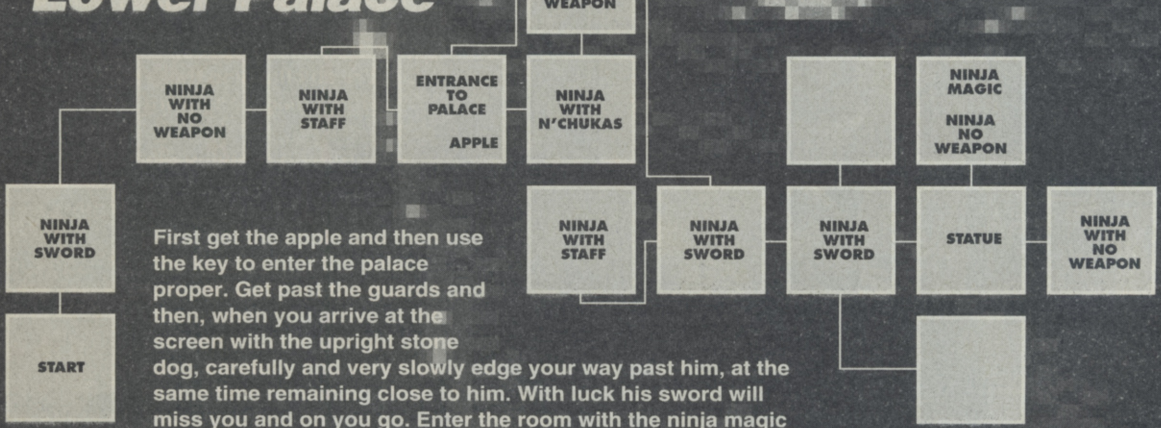
The map here is fiddly but you only need to get the rope and the apple and then get to the ladder. If you have infinite lives you can try your hand at getting past the spider or use the map to bypass him.

At the ladder, stand at the bottom rung and use the rope. Ninjy climbs to the next level.

NOTE – to dispose of the skeletons it's better to use the staff.


D
SPIDER
NINJA WITH SWORD
NINJA WITH SWORD
SKELETON
SKELETON
LADDER (EXIT)
NINJA WITH N'CHUKAS
NINJA WITH STAFF
SKELETON
NINJA WITH NO WEAPON
A
A
NINJA WITH NO WEAPON
NINJA WITH NO WEAPON
B
APPLE
NINJA WITH NO WEAPON
ROPE
SKELETON
C
START
NINJA WITH SWORD
DROP INTO DUNGEONS
B
NINJA WITH SWORD
C
SKELETON
D

Level five – The Lower Palace


NINJA WITH NO WEAPON
NINJA WITH NO WEAPON
NINJA WITH STAFF
ENTRANCE TO PALACE
APPLE
NINJA WITH N'CHUKAS
NINJA MAGIC
NINJA NO WEAPON
NINJA WITH SWORD
START
NINJA WITH STAFF
NINJA WITH SWORD
NINJA WITH SWORD
STATUE
NINJA WITH NO WEAPON

First get the apple and then use the key to enter the palace proper. Get past the guards and then, when you arrive at the screen with the upright stone dog, carefully and very slowly edge your way past him, at the same time remaining close to him. With luck his sword will miss you and on you go. Enter the room with the ninja magic and get some from the large grey pot on the right (your ninja should turn green). Then go out of the room and exit up the stairs, without the ninja magic the stairs will kill you.

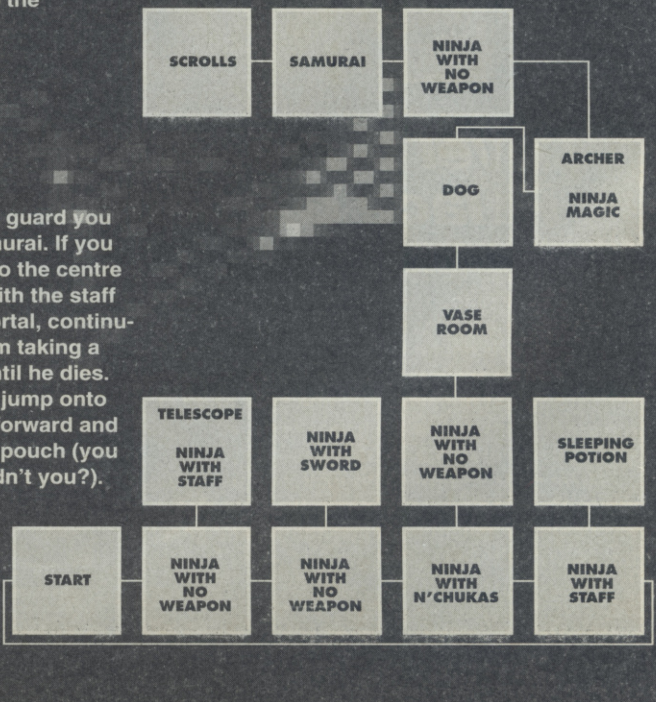
Level six – The Inner Sanctum

First, just for fun, have a look through the telescope. Fine. Now go and get the sleeping potion and return to the room with many vases. Hold only the rose and push the urn on the left (the blue and white spotty one) to open the secret door. Holding only the potion, enter and advance slowly to the dog. As soon as he moves lob some snooze juice at him. If you miss, go back to the vase room and try again.

In the archer's room, pick up some of the funny coloured spots on the yellow floor just by your left foot as you enter. You should now have a red Ninja who can get past the archer.

After disposing of the last guard you must go on to tackle the Samurai. If you have infinite lives just get into the centre of the room and slog away with the staff until he pegs it. If you are mortal, continually exit and re-enter the room taking a swipe at him as you do so until he dies.

Once into the scroll room jump onto the centre square then walk forward and pick up the scrolls using the pouch (you did pick it up on level one didn't you?). And that's the end of the game... but there's more to come in our *Last Ninja II* players' guide in next month's GameBusters!


SCROLLS
SAMURAI
NINJA WITH NO WEAPON
DOG
ARCHER
NINJA MAGIC
VASE ROOM
TELESCOPE
NINJA WITH STAFF
NINJA WITH SWORD
NINJA WITH NO WEAPON
SLEEPING POTION
START
NINJA WITH NO WEAPON
NINJA WITH NO WEAPON
NINJA WITH N'CHUKAS
NINJA WITH STAFF

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REVIEWS AND REVIEWERS

Spring is sprung and another issue of* Commodore Format *strikes fear into the hearts of naff games (actually naff games don't have any heart which is part of their problem). Anyway, this is the bit where we explain who does what, why, where and how. Read on and wonder at these warped minds

How our reviews work...

The powermeter

We rate games out of 100%. We reckon any game over 50% is worth looking at. If a game gets over 90% then eat this people: It's a corker!

The Powermeter on the left of the final rating is divided into red and white areas. We say what bits we didn't like in the white area and we say what we thought was good about the game in the red area. Then we measure the rating from the point at which the white and red areas meet. Bosh!

Icons

FACE – The more heads you see, the more players can join in

T-SHIRT – A goalie's shirt means you can *save* your game position to tape or disk

JOYSTICK – You need to use a joystick to play the game if you see this anywhere

KEYBOARD – You have to use the keyboard to play

PAUSE – We put some of these in if the game has a paws mode (groan)

MOUNTAINS Peaks mean you can choose how difficult the game is

BLOCKS – You can gloat over your score in the high score table

OCTOPUS – This means the game is split up into bits which load in from tape or disk

CART GAME – We put one of these on if a game is GS compatible

CORKERS – If a game gets 90% or more, we say, "It's a corker!" And why not

Life is full of surprises. 'Hurrah' thought we, as the news of our forthcoming move to a spanking new office reached our ears. 'Hurroo' we cried, when informed that it wouldn't be ready for at least another month. So what happens in the meantime? That's right, a trip to basement city.

CF crew (top to bottom): Dire, 'dick' Ed, Granite Man, Kati and 'Gums' Masterson

STEVE

Oh dear, our beloved Ed's in a right old mood about our new environment. 'Tell us about your month,' we asked. 'No,' he replied sulkily. When asked what games he enjoyed he said, 'None, they were all crap.' Did he like *Supremacy*? 'Might have.' What about *Grand Prix* from D & H? 'Go away.' So there you have it, he loved *Supremacy* and wasn't overawed with *Grand Prix*... we think.

ANDY

This somewhat inept staff writer is a poor direction finder at the best of times. On more than one occasion he's phoned the office to say that he took a wrong turn and ended up in Glasgow or something. So it came as no surprise when we discovered he'd got completely and utterly lost in the catacombs next to our basement office. He did though, manage to tap a message in morse code through the wall of the building which read: Liked *Super Monaco GP* – STOP – Couldn't see anything else – STOP – Too dark – STOP.

GORDON

Gordon had great difficulty getting to grips with the new office. At his time of life the dampness of the cellar played havoc with his arthritis and lumbago. In between grunts and groans though he did manage to tell us that *Warlock* was a particular fave of his. He also thought *Loopz* wasn't bad but he did take a dislike to the Aching Back Simulator from Oldgrunter Software Ltd. He moaned so much about it that his false teeth fell out (*whoever's written this will probably lose their teeth when Gordon reads it – Ed*).

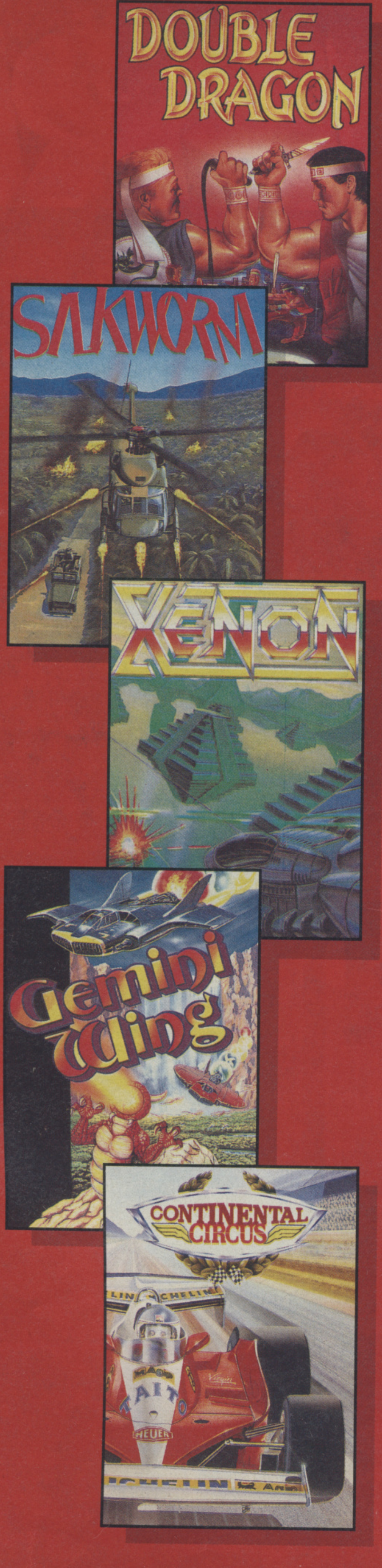
KATI

Poor Kati. Don't be fooled by the photograph. Our dear Ms Hamza is actually 8ft 6 inches tall and constantly hit her head against the arches in our new office. This would in some way explain her answer to our question 'What did you like and dislike this month Kati?' 'Er, that egg sarni I had on Tuesday was disgusting, but finding that suitcase full of money under Steve's desk more than compensated for it.' (*'Ere, just hang on a minute! – Ed.*)

SEAN

Oh dear again. Sean's been for a series of painful trips to the dentist this month and what with injections and drills was practically unable to talk for the whole period.

Apparently he adored 'Sploofrebabsey' which we assume must be *Supremacy*. He was also quite keen on 'Shflaaflow flafnfler'. We can only guess that he meant *Shadow Dancer*. And any translations of, 'Shlamabowt Gwemlenshoo,' would be appreciated. Then he was off for another series of oral excavations so we couldn't even begin to ask him what games he disliked this month. Never mind.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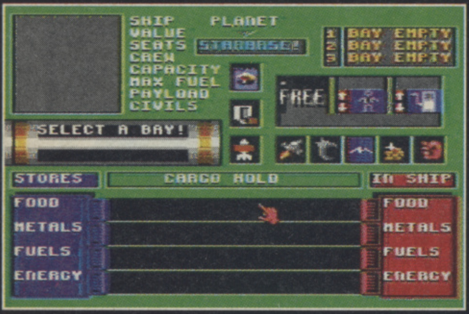
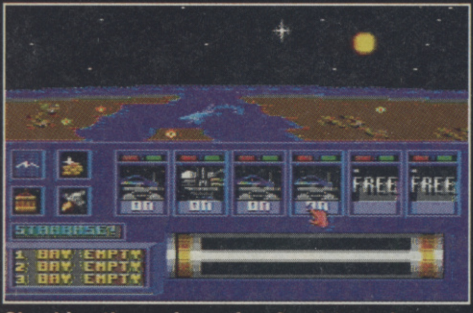

SHIP
VALUE
SEATS
CREW
CAPACITY
MAX FUEL
PAYLOAD
CIVILS
PLANET
STARBASE!
1 BAY EMPTY
2 BAY EMPTY
3 BAY EMPTY
FREE
SELECT A BAY!
STORES
CARGO HOLD
IN SHIP
FOOD
METALS
FUELS
ENERGY

From the Cargo screen you can load supplies, assign a crew and collect or disembark passengers for up to three ships at a time!


FREE
STARBASE!
1 BAY EMPTY
2 BAY EMPTY
3 BAY EMPTY

Checking the surface of a planet to make sure its farming domes and the mine are all working correctly after a magnetic storm

SUPRE

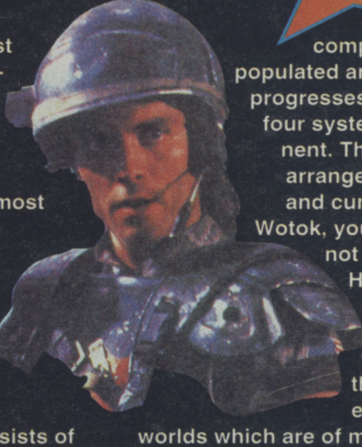
Never a month goes by without someone offering you the chance to conquer the Universe. This time the offer comes from Virgin

It's a Corker!

People use the word strategy without thinking what it means, especially if they're people from a software house desperate for an engaging word or two to describe their latest product. The way they talk about it, strategy usually means you have to work out that the laser-wielding gobbets of slime are the bad guys. Well *Supremacy*, one of last year's Amiga triumphs, is a strategy game and it's just been converted to run on the Amiga's humble eight-bit ancestor.

Unlike the recently released *Star Control*, which had to have most of the meat taken out of it before Accolade could make it fit, *Supremacy* is a science fiction domination game, played solely against the computer, which has successfully made the conversion with the least loss of the original's finesse.

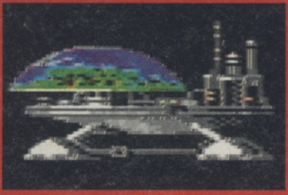
The *Supremacy* universe consists of four planetary systems, beginning with an eight-world expanse and moving into more complex and densely populated areas as the game progresses. In each of these four systems exists an opponent. These too are arranged in order of ferocity and cunning. For instance, Wotok, your first adversary, is not a brilliant strategist. He attacks when and where he can, without much planning, whereas Krart, your third opponent, deliberately goes for those worlds which are of most use to you, because if he captures them, they'll be of most use to him.



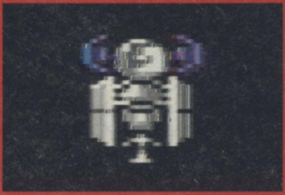
At the beginning of a game you and your opponent occupy one world each at opposite ends of the planetary system. You must earn revenue from your population and build farming, mining and solar

Armageddon armada

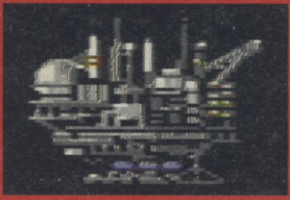
All vessels have to be built on Starbase. Only if they're to be moved to other worlds do some of them need a crew. They can function automatically. The enemy builds similar vessels



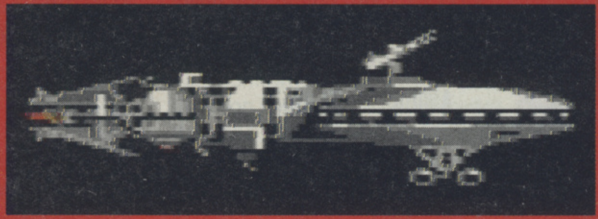
Horticultural station: essential for food production, works very well on tropical planets, can carry cargo



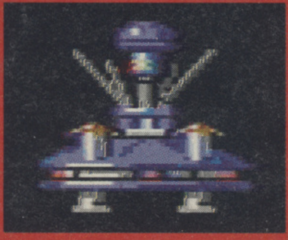
Solar satellite generator: fully automatic orbital power plant, works very well above desert worlds



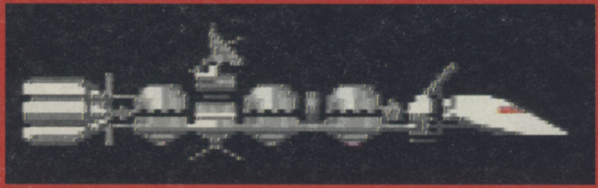
Mining station: essential for mineral resource production and gives a very high yield on volcanic planets



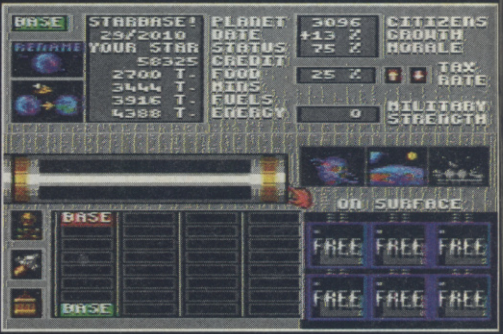
Battle cruiser: transports up to four platoons and up to 4500 frozen passengers, can also carry 600 tons of cargo



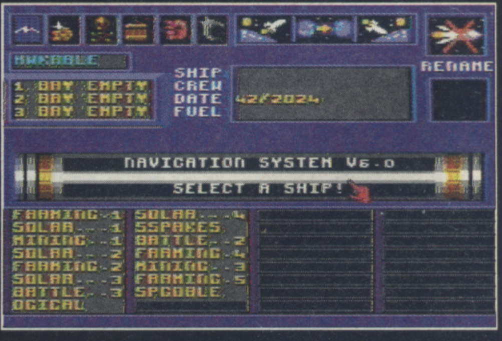
Atmosphere processor: fully automatic means of 'formatting' lifeless worlds for colonists, very expensive



Cargo cruiser: can carry thousands of tons of fuel, cargo and nearly 2000 passengers, ideal for establishing colonies

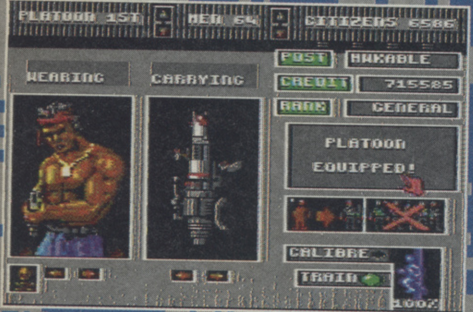

BASE
RENAME
STARBASE!
29/2010
YOUR STAR
58325
2700 T-
3444 T-
3916 T-
4388 T-
PLANET
DATE
STATUS
CREDIT
FOOD
MINS
FUELS
ENERGY
3096
+13 %
75 %
25 %
0
CITIZENS
GROWTH
MORALE
TAX RATE
MILITARY STRENGTH
ON SURFACE
BASE
FREE
FREE
FREE
FREE
FREE
FREE
BASE

The Government screen, at the beginning of the game, shows a healthy, expanding populace. How things will soon change unless you get to work

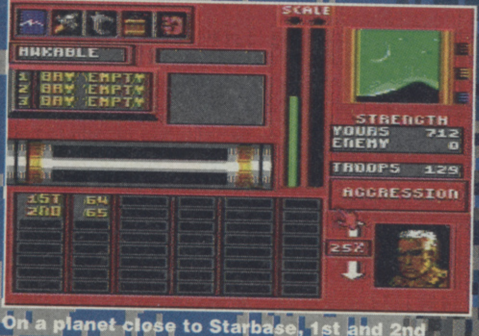

RENAME
1 BAY EMPTY
2 BAY EMPTY
3 BAY EMPTY
SHIP
CREW
DATE
FUEL
42/2024
NAVIGATION SYSTEM V6.0
SELECT A SHIP!
FARMING-1
SOLAR---1
MINING--1
SOLAR---2
FARMING-2
SOLAR---3
BATTLE--3
OGICAL
SOLAR---4
SSPAKES
BATTLE--2
FARMING-4
MINING--3
FARMING-5
SPGOBLE

From this screen you can order any ship to go anywhere in the system. The ships with weird names have been captured from the enemy

MACY



The Platoon Training screen looks at 1st platoon. Originally, 200 men strong, they've seen a lot of action but they're still the elite



On a planet close to Starbase, 1st and 2nd platoon cool down after defeating the enemy. They'll garrison this world from now on

energy facilities in order to secure your people's survival. Before long you have the opportunity to build an atmosphere processor. This can be sent on a grand tour of unexploited worlds which it then formats into places fit for colonisation. Gradually, you build up a better picture of nearby planets and can start to build and send out space ships to establish colonies not unlike the one with which you started.

However, you and your opponent are at loggerheads and there's no room for negotiations. The moment you reach into space, the other guy will tell you that all the planets are his. Naturally, you see things differently.

You can train armies in numbers of platoons recruited from a world's populace and equip them with arms of increasing destructive power. These platoons can be sent on battleships to attack the enemy or garrison worlds you've already colonised. In combat, you can instruct them to fight with varying degrees of aggression.

Most procedures in a game of *Supremacy* are automatic. You can initiate them or stop them but other than that, no intervention is required on your part. All of the game's functions are icon driven and can be accessed from one of around ten major screens. Apart from a master control screen, there are also shortcuts available between certain screens.

There's even more to *Supremacy* than all of this. Random events create the illusion of a real environment. Scientists make breakthroughs that double food production, interplanetary magnetic storms affect equipment. And once you have a few worlds under your control, time and resource management become crucial. But it's all elegantly easy to use.

The game is loaded in completely in one go. After that, you can keep your save game disk or tape ready (and use it regularly).

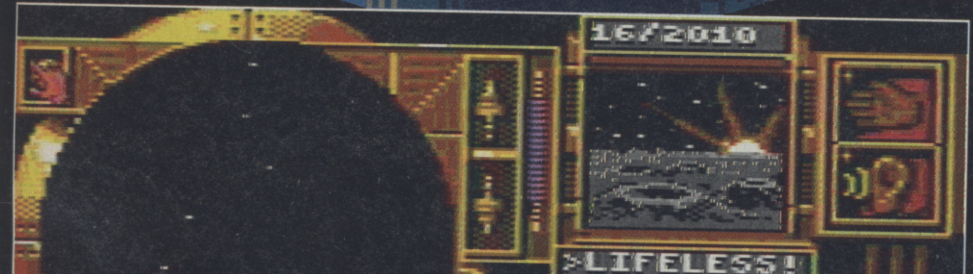
Your difficult task emerges from a wealth of attractive graphics accompanied by some of the most atmospheric sounds you'll ever hear your SID chip sing.

There would have been enough challenge and entertainment if this had just been a space exploration game. But the grief provided by those four aliens gives it an edge *Supremacy* is guaranteed to test you to the limit.

SEAN

Survival in space

- Never leave your atmosphere processor. When it has formatted a planet, move it to another. When all planets have been formatted, scrap it for cash.
- If a planet is under attack, move all funds from it to Starbase immediately, also evacuate ships if possible. Don't let the enemy get them.
- Always check to see what you've captured from the enemy after a battle – make use of everything!
- Don't bother decommissioning worn down combat units. Use them to support newer, fresher ones.



```
YOUR PLANETS   : 1
ENEMY PLANETS  : 1
UNFORMATTED    : 6
>
```

Raw power – the Master Control screen displays the entire system. The window illustrates what kind of planet you're looking at and the icons allow you to issue different kinds of orders

Game	**Supremacy**
Publisher	**Virgin**
Cassette	**£14.99**
Disk	**£19.99**

POWER RATING

THE DOWNERS...

- Single player only

100

95%

- **Superb futuristic graphics and ominous sound effects**
- **Easy icon driven game commands for rapid play**
- **Each war escalates at an astounding rate**
- **Difficult opponents to defeat, each possessing its own increasingly cunning strategy**
- **Excellent manual, complete with 'quick-start' guide**
- **Random events contribute to the game's realism**
- **Single load and up to four save games**
- **Probably the most advanced and exciting C64 strategy game in the world**

...AND THE UPPERS

0

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DYNASTY WARS ™

"There are some beautifully drawn static screens, and the main horse sprite is excellent. Dynasty Wars is a slick, graphically brilliant and very playable game which offers an unusual twist on the beat 'em up theme. But it's well worth checking out." C&VG. 85% ST.

HAMMERFIST

"The sprites are large, nicely detailed and well animated. There is plenty of colour and the action is fast and furious." ST Action

"Marvellous graphics, marvellous sounds, marvellous gameplay. In a word, marvellous." C&VG CBM 64

NINJA SPIRIT

"Graphically, Ninja Spirit is impressive. Parallax scrolling is superb, some of the best I've seen." RAZE ST.

VIGILANTE ™

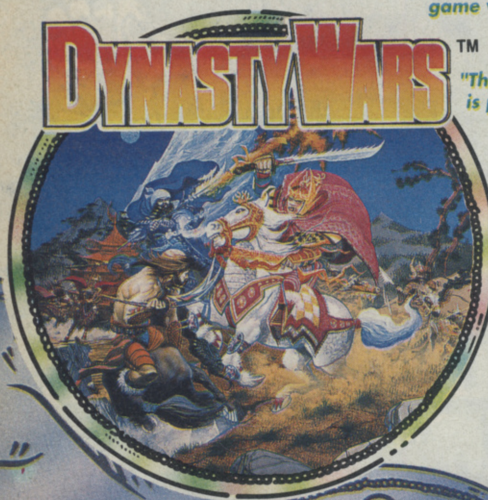
"Vigilante is definitely one of the best beat-em -ups around" Crash 86%

"Plenty to fight and big fun...bits of skinhead all over the shop!" C&VG 81% SPECTRUM/AMIGA

GHOULS 'N GHOSTS ™

"Impressive...frustrating enemies, atmospheric graphics... You can't help coming back for more!" ST Action

"A highly rewarding megachallenge to keep you occupied for ages. Buy it now!" ZZAP 96% CBM 64



HAMMERFIST

NINJA SPIRIT

GHOULS 'N' GHOSTS ™

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DESIGN THE SUPREME SPACE MARINE AND

WIN

A PORTABLE CD! COPIES OF SUPREMACY!

Virgin's new strategy game earned itself an 'It's A Corker' award in this very issue (a few pages ago) and so Virgin were only too pleased to stump up the necessary goodies for another crucial *CF* compo! Hurrah! The first prize winner gets to stroll off with a wonderful portable CD player and a copy of *Supremacy*, while no fewer than 15 runners-up get a chance to savour Virgin's strategy supreme!

'Ok, cut the waffle,' comes the unanimous cry. 'What do we gotta do to win?'. Well, we've had a few quezzies recently, and one or two silly captions, so this time we thought we'd put your design skills to the test. What we would most like to see (*apart from a vast wad of £5 notes marked 'For the Editor' – Ed*) is a *Supremacy* Space Marine fitted out with all the latest hi-tech equipment such Infra-Red night visors, hi-tensile ceramic body armour, a recoiless 12mm cannonette and a portable CD player (oh-ho!).

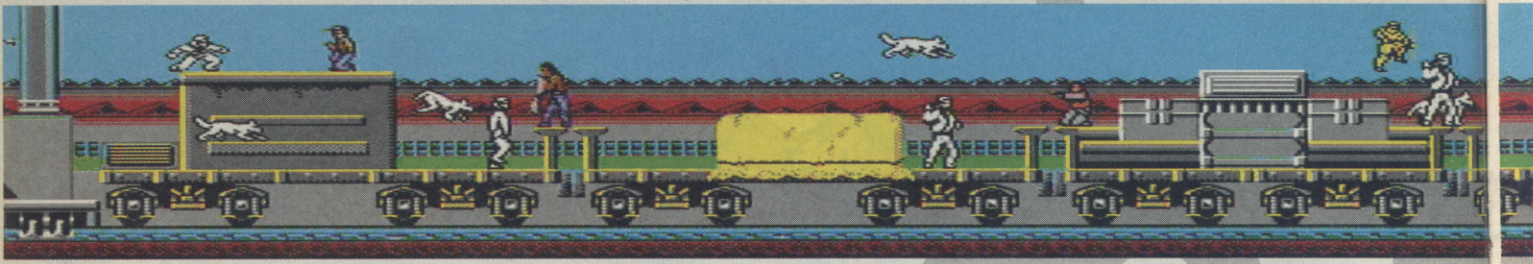
Get your thinking caps and drawing hands on, and design us the roughest, toughest, hardest son of a space snake you ever did see. We'll be judging entries on the strength of design, not artistic talent, so even if you're totally crap at drawing you can still enter and stand a chance of winning.

Do your drawings nice and big so that we can see what's going on, and include some notes about their history, regimental banners or slogans, their equipment, whatever. Slam it all into a suitable-sized envelope and post it to:

'Eat Proton Death, Alien Filth!'
Compo, Commodore Format, 30
Monmouth Street, Bath, Avon
BA1 2BW.

Any entries arriving after Friday 21st of April will go straight into the rubbish receptacle (aka Andy's desk).

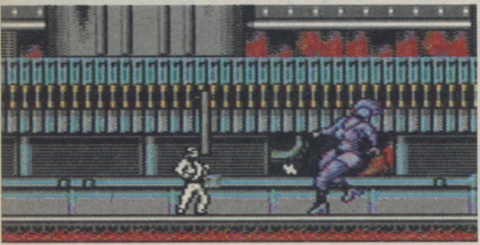
No members of Future Publishing, Virgin Games or the 3rd Armoured Dropship Corps of Quardlepleeg may enter. The editor's decision in these matters – when he's awake – is really rather final(ish).



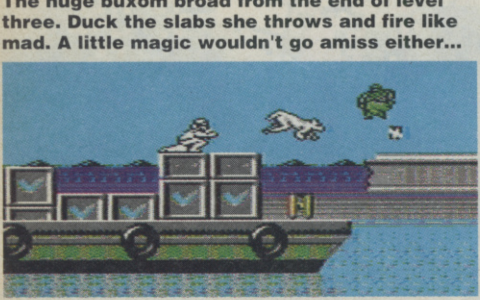
The rolling stock appears in level two. You jump on one end, travel the length while it scrolls along, then get off the other end

We've bolted these screens together to give you an idea of the level's size. The guy in jeans is easy to kill: drop down and blast him

The dog comes in handy here. Send him off to savage the sniper, then simply jump up so that you're level and shuriken the blighter



The huge buxom broad from the end of level three. Duck the slabs she throws and fire like mad. A little magic wouldn't go amiss either...



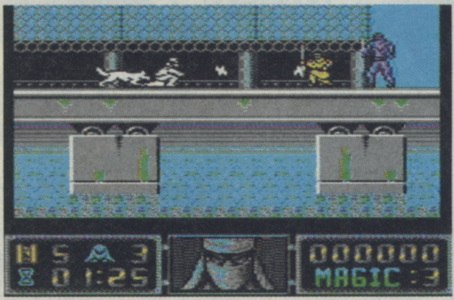
The careering ninjas aren't allergic to dogs so you'll have to sort them out on your tod. Keep your distance and you'll be all right... possibly

SHADO DA

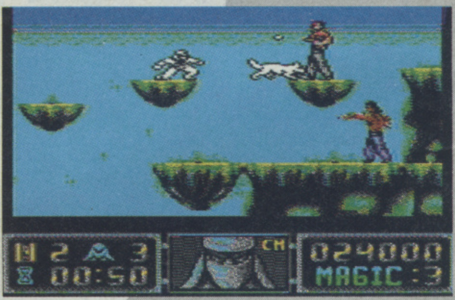
Every dog has its day, so they say. According to US Gold, some of them earn an extra bone and biscuit by helping out Ninjas who protect American cities from rampant evil-doers. Are these people barking mad or what?

Your training has been long and arduous my pupil. Through gruelling challenges and the very strictest discipline have you prevailed. Your skills have been finely tuned, your body honed to its physical peak and your mind cleared of all but its one true and noble aim – ridding this city of the vile disease that is terrorism. I as your master wish you luck. Go forth young man and carry out the task that is yours by virtue of your birth. Oh yes, and take that flippin' flea-bitten mutt with you.

Yes, feasibilty has been thrown out of the window for this one. A highly trained Ninja and his dog are off to wage war on the terrorist aggressors of an American city. Personally I think a heavily armed force of marines would be more appropriate but then, reality this ain't. The object of each mission is very simply to collect a number of time bombs which the terrorists have planted. Your white garbed Ninja has a limited yet highly powerful number of moves and abilities at his disposal.



The ninjas are only vulnerable when they stand up. Here the yellow one is protected by his shield, so concentrate on the blue one

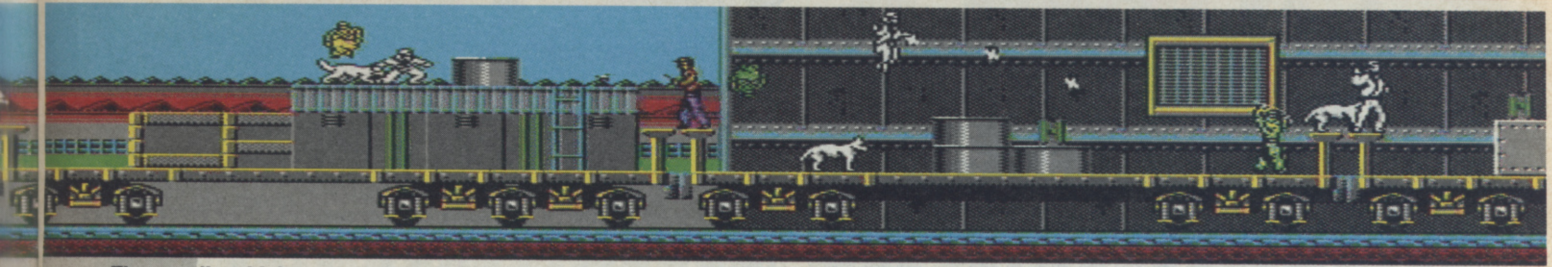


On the cavernous level the enemies are no more powerful but the need for accurate jumps complicates matters no end

He can walk, crouch 'n' shuffle and leap great distances left and right. Whilst doing all of these things he can also throw volleys of shurikens at the enemy (he obviously has the patent Ninja rapid fire arm fitted). When faced with a platform either above or below him he can perform a spectacular leap to reach it. Furthermore his trusty dog follows his every move. Why? Read on…

Fido does the business (yuk). Your trusty hound has a seemingly infinite number of lives. When he dies he immediately reappears by your side so it's just a case of sending him on his way until he gets it right

And I thought the stories of alligators in the sewers were bunk. The green and leathery beasts appear from the pipes and frantically thrash their tails at you. A carefully timed and positioned jump is needed



Those yellow blobs are somersaulting Ninjas. All you need to do is run away a bit, then when he lifts his shield, let him have it

The mighty 'Dancer' in action. Your shuriken throwing arm is rapid firing. The difficulty lies in timing your jumps and ducking correctly

The green Ninja has missed his chance. All that remains is to collect that last time bomb and it's on to the next torturous level

OW NCER

By and large your 'pedigree' chum proves useless and simply rubs up and down your Ninja leg, but in certain situations when you can't get a clear shot at an opponent without being wasted, he really comes into his own. Holding the fire button on your 'stick causes Fido to toddle off and savage the opponent. Thus occupied with these canine advances, he stops firing, leaving you free to leap up and blast him to kingdom come. At the start of the game you also have three lots of magic, accessed by the space bar. Magic kills everything on screen.

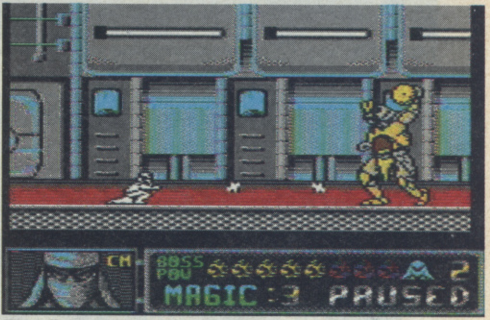
There are four missions to complete which in total comprise 15 stages. Most of these make up the main body of the game and consist of various platforms against a variety of backdrops. There's an airport to get through, a large train to leap along and mossy caverns to climb. All this while fending off the the enemies' attacks. At the end of each mission comes the end-of-level challenge. A giant Samurai throws fireballs first, there's a heavily armoured shell-firing train second, and level three features a huge slab-hurling woman who threatens to flatten you.

Just to add to the variety you also get to try out the impressive bonus level. This is a single screen in which you look up at a large stepped tower. Ninjas appear from doorways and leap down the levels just begging to be shurikened to death. If, however, you allow one to reach the bottom, he leaps out at you filling pretty much the whole screen and thereby letting you know that, er... you blew it.

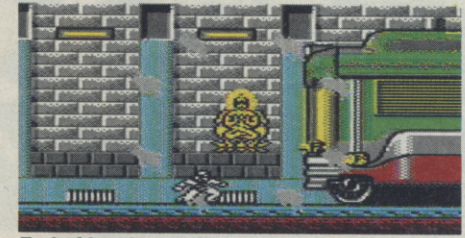
Throughout the platform levels there's a flock – nay, gaggle – of opponents to defeat: bog standard shooting folk who you can despatch with a single shot, slightly harder dudes who fire lasers, snipers who need to feel the sharp end of Fido's teeth and small Ninjas of various colours who are agile and tough. They possess shields which makes killing them quickly a real headache.

Basically *Shadow Dancer* is a wonderfully playable game. The only reason it's not a Corker is that there's nothing truly original or outstanding about it. Those features it does boast, though, are excellently implemented. The graphics are varied and interesting, the playabilty is massive and the gameplay ever changing. It's difficult but not impossible to complete. Basically, a highly polished and challenging game that no-one can really afford to miss.

ANDY



The first and probably easiest guardian to beat. His fireballs are fairly easy to avoid so simply keep jumping and firing repeatedly



End of level guardian number two is in fact an armoured train. It's a toughie, the only way to survive being to use lots of magic

Game	**Shadow Dancer**
Publisher	**US Gold**
Cassette	**£10.99**
Disk	**£15.99**

POWER RATING

THE DOWNERS...

- Not the most original of concepts
- Decidedly average sound effects
- Main sprite is a bit naff

100

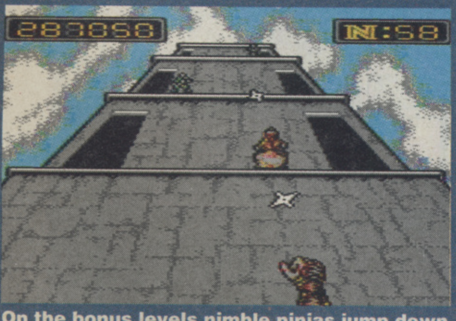
89%

0

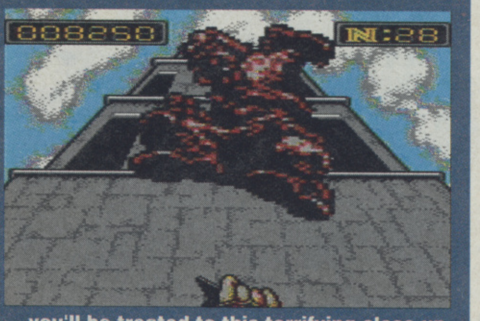
- **Loadsalevels to get your canines into (groan)**
- **Variety between levels keeps boredom at bay**
- **Scenic graphics are varied and beautifully defined**
- **Bonus round is superbly implemented**
- **Fast action: your Ninja is highly manoeuvrable and quick firing**
- **End-of-level guardians are large and tough**
- **Well placed hazards. Each time you play you'll learn a little more from your previous mistakes**

...AND THE UPPERS

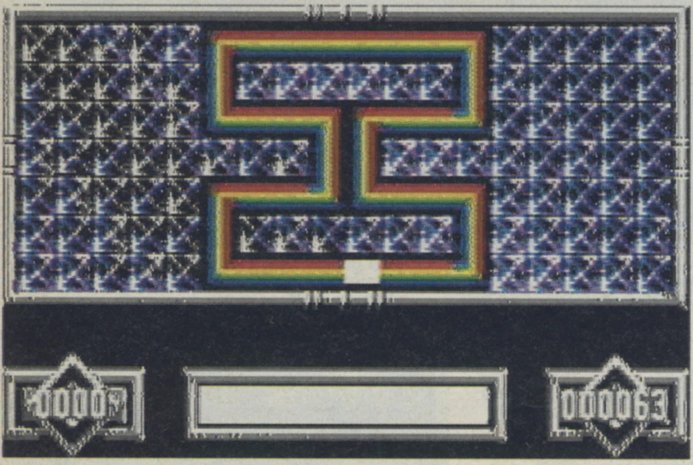
Look who's dropped in



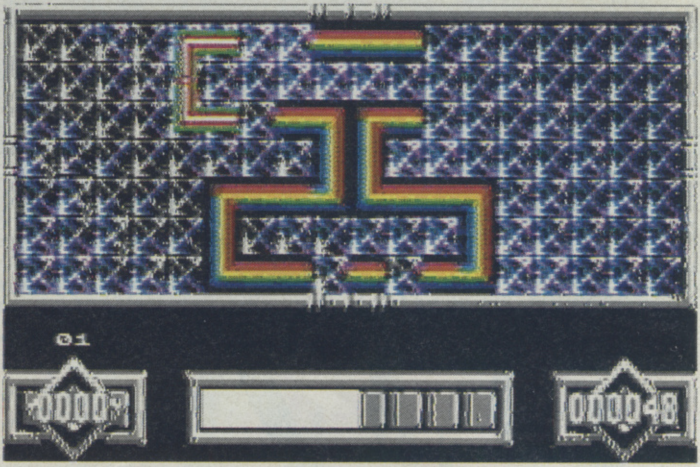
On the bonus levels nimble ninjas jump down the steps of this monstrous edifice. Shoot them quickly otherwise...



...you'll be treated to this terrifying close up of 'the one that got away'. The screenshots don't really do justice to this impessive level



Game type C. At the start of a round your cunning little 64 shows you a hideously garish shape, thus... and then proceeds to demolish it, just so that you can put it back together again

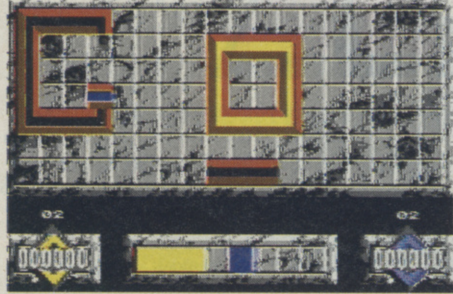


The shape on the top left is the one you have to fit into one of the gaps. The trick is to remember where the shapes were and replace them as quickly as possible

LOOPZ

There's no story to this game, so I'll just make one up. There was this Irishman, this Englishman and this Scotsman, and they were on their way to a chicken sexers' convention when one of them had this idea about a banana, a pint of cream and a lasso...

Erm... sorry, just going a bit loopy there. When you enter your local software emporium, wad in hand, and buy *Loopz* – you don't just get one puzzle game, you don't just get two puzzle games, you get three different puzzle games (and that's not counting the two-player options).



This is the two player option in progress. Yellow is doing very well, thank you. We can't say the same for Blue, though

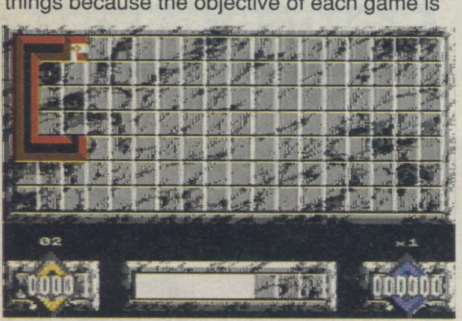
It doesn't take long to get the hang of things because the objective of each game is exactly the same: make loads of loops and gain masses of points. Different shapes are released on to the board one by one, and all you've got to do is rotate and move them in appropriately loopy positions before the timer runs down. Bonuses are awarded for getting mega-juicy scores and clearing the screen

Easy? Well, sort of. The bigger the loops the more points you score but the more shapes you squash on to the screen the tougher it gets. And there's nothing as frustrating as getting a tiny little short bit when what you really want is a great bit enormous long one – but that's life.

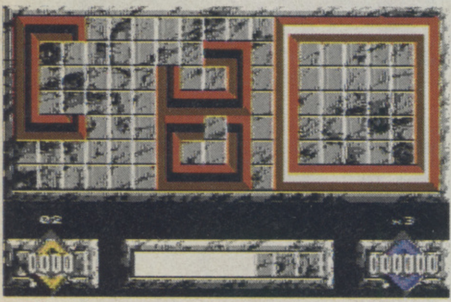
Game A lets you pick your own difficulty level (right up to 9 which is mind-bogglingly fast) and in Game B you work your way through the stages systematically. Game C, on the other hand, is a totally different kettle of fish. Fifty complete loops are dismembered (yeuch!) one by one before your very eyes and afterwards you have to put back the missing pieces in the right place.

Loopz is definitely fast and it's also bags of fun – especially in two-player mode where you get the added pleasure of sabotaging your mate's designs. The long-term addictiveness of a *Tetris*, say, is missing, but if you *still* haven't had enough of puzzle games, you could do a whole lot worse than splash out on a copy of *Loopz*.

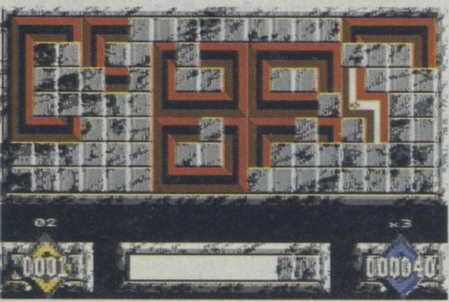
KATI



ONE – Start making loopz. Here we are, cracking on apace. We need to rotate this right angle and wait for some straight bits



TWO – Doing marvellously. Three little loopz on the go and a stonking great one finished. Come on, do your worst, I can take it...



THREE – Damn! I've bitten off more than I can chew. The wiggly shapes appear with increasing regularity and mess you up good

Game	*Loopz*
Publisher	*Audiogenic*
Cassette	*£10.99*
Disk	*£14.99*

POWER RATING

THE DOWNERS...

- A bit bland in the long-term
- Not all that stimulating visually
- Two player option doesn't have much going for it
- There are already quite enough games like this

100

75%

0

- **Three different games to choose from – five if you count two-player games**
- **Loads of bonus games**
- **Three soothing tunes**
- **Clever shape combinations – no two games are ever exactly the same**
- **Passwords for Game C**
- **No multiload**
- **Straightforward control method – not too hard even for your granny**
- **Well-graded difficulty**

...AND THE UPPERS

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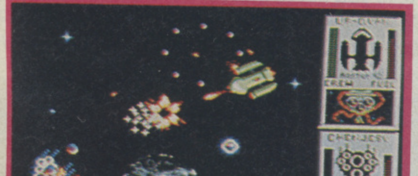
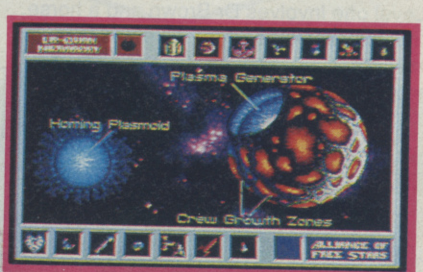
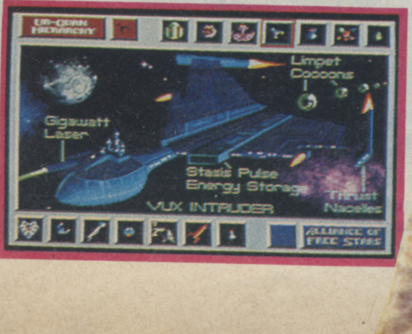
ACCOLADE


UR-QUAN
CREW FUEL
CREW FUEL

Screen shots from IBM PC Version.


UR-QUAN HIERARCHY
Plasma Generator
Homing Plasmoid
Crew Growth Zones
ALLIANCE OF FREE STARS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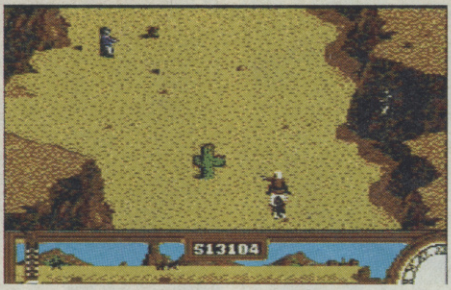
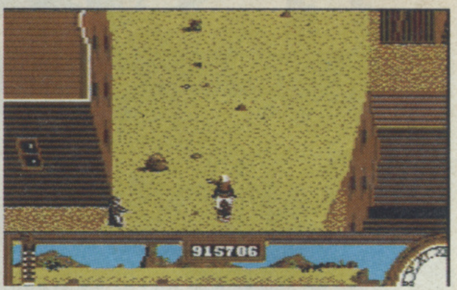
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

Here we go again. Those time travelling tripsters Dr Emmet Brown and Marty McFly take another tumble through temporal timble tamble tooby taddle tiff... (*Oh heavens! Andy's gone into an uncontrollable alliterative loop, THWACK – Ed*) Ah yes, the third and hopefully final film in this epic trilogy has been converted to the screens of your 64. It's not that *BTTF III* is such a bad film but, frankly, another foray into all things temporal would be like flogging a dead horse.



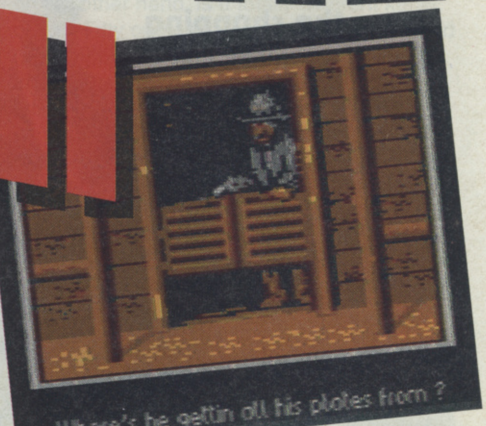
On the first level, the Doc vertically scrolls his way into a canyon littered with pot-shotting baddies...



... And then trots into to town, so the good townsfolk can take a few cracks as well. Can't think what he's done to upset so many people...

BACK TO THE FUTURE III

Marty McFly and Doc Emmet Brown are back in more Mirrorsoft antics. Our reviewer heads out to the Wild West and asks, if this game is all about time travel, why didn't they just make the last one first?

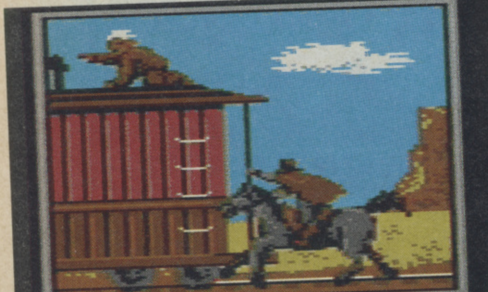


Where's he gettin all his plates from ?

Speaking of which, the plot of the film takes place in the old Wild West. Emmet Brown has gone to live out the rest of his life as a blacksmith in his favourite time zone and sent Marty back to nineteen eighty whatever-it-was. Sadly, Marty discovers that Emmet is to be killed by an outlaw called Mad Dog Tannen who just happens to be a forefather of Biff, the bad guy from the other two films. Marty goes back in time once more in order to save the Doc from certain death.

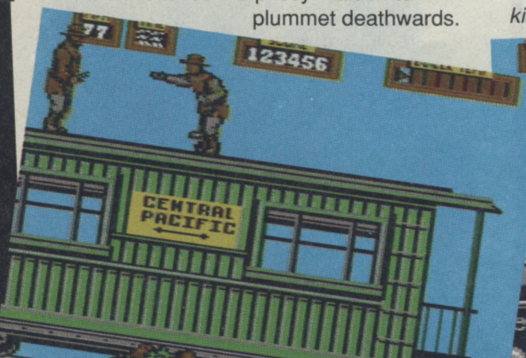
Level one involves Dr Brown and a horse. The doctor's sweetheart-to-be comes to town only to be carried away by her bolting horse and wagon towards impending doom over the edge of a ravine. You have to control Emmet's horse in order to ultimately save Clara. This level switches between a horizontally and vertically scrolling chase sequence. On the horizontal bits you need to jump crevices and other obstacles while the scenery scrolls speedily by. If you time the jumps badly, the horse stops dead and the doctor is sent to earth with a hearty bump. The vertical bits show an overhead view and you must avoid boulders by moving right and left while shooting the outlaws who occupy the cliff tops around you. Success in this level means saving Clara.

Failure causes the prissy maiden to plummet deathwards. In level two it's time for a bit of good ol' fashioned partying at the local hoe-down. Marty swaggers off to the shooting gallery to try his hand at target practice. This is all standard fare: the gallery is displayed on the screen with various moving duck targets at both the top and bottom of the area. In the central part of the gallery cut-outs of bandits pop up and down with disconcerting speed. Quick reflexes and a careful eye are needed here as once in a while (and rather oddly now I think of it) a cut-out of an old woman in a deckchair appears. The instruction booklet tells you not to blast the old dears but what the hell, there's nothing like popping a pensioner with your Colt (*don't try this at home kids –*

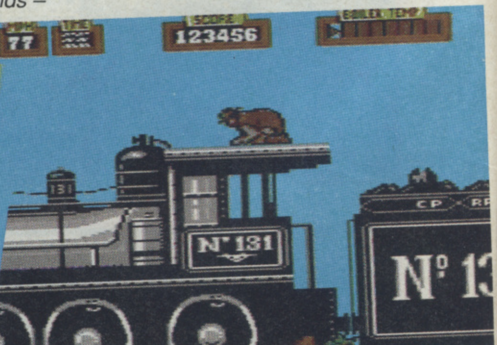


Great ! Another train ! Let's try this one !

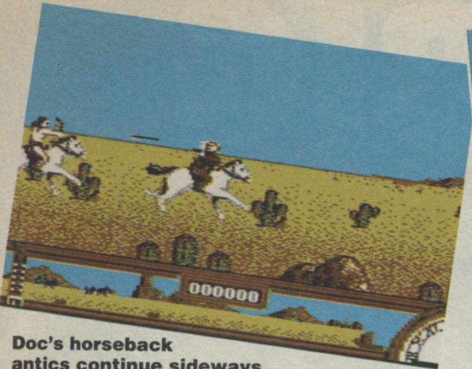
With the big railroad climax coming up, we're treated to another intro piccy as Marty makes a mad dash for the steaming loco



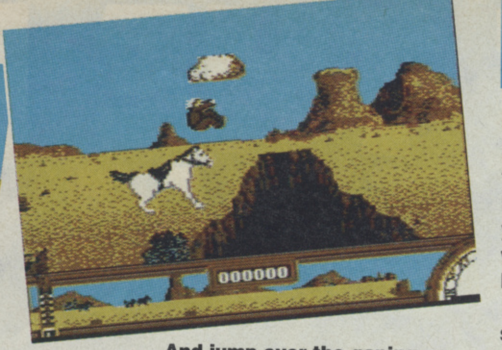
On the train proper, Marty has to battle through cow-baddies in order to reach...



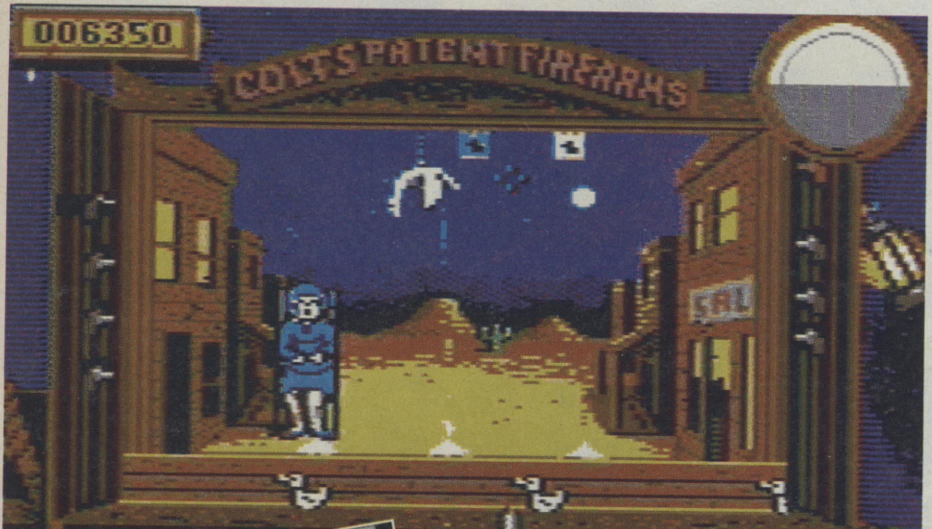
...The engine itself. Marty has to clamber down onto the DeLorean in time to make it back to the future (groan)



Doc's horseback antics continue sideways, where he tries to avoid getting shot in the



...And jump over the gaping prairie chasms. Er, of course, you're supposed to do it *with* the horse



Marty tries out his gun hand on the Colt Firearms side-show. Er, hold on a minute, that doddering old granny in a deckchair doesn't look terribly wild *or* west to me...

Gettin' trigger happy eh ?

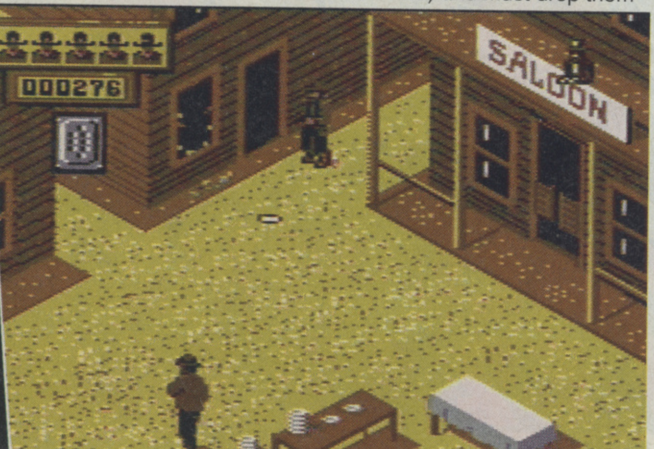
Ed).

Onto the penultimate level which is the opening of the clock tower ceremony. As would be expected, Tannen and his cronies decide to wee on everyone's parade. However, in a blinding flash of resourcefulness Marty grabs a load of Frisbee Pie dishes and attacks the enemy with them. On the small screen you stand roughly in the centre of the town square. Tannen's men appear from doorways and you need to aim your dishes in their general direction. With a bit of practice you can actually put quite a bit of curve on your throw. When you run out of dishes you can get another batch of ten from the nearby table.

The only way Marty can get back to the present day is to shunt the DeLorean up to 88mph with an old steam train and some special fuel for it's burner. This is the stuff of which level four is made. The train scrolls left to right and also jigs up and down, very impressively at that. As Marty you must run, jump, crawl and climb along the train from the end carriage where you start, to the locomotive itself. Along the way you should have collected the Doc's speed logs (*must have been the All Bran – Ed*) and must drop them into the burner before jumping into your time machine and going home. But the train is festooned with hordes of railway engineers and Mad Dog Tannen's henchmen, who hamper your progress. Apart from them, mailhooks, water towers and signals provide even more life-shortening opportunities.

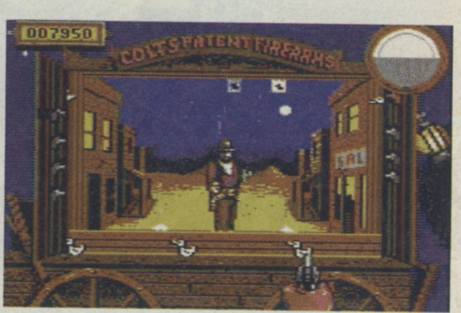
As in *BTTF II*, originality has taken a short holiday. Each level is based on a formula we've seen more times than you've had hot dinners but each component is so polished it doesn't matter a fig. One of the major criticisms of the game lies in the first level. The controls are so finnicky it can become annoying but perseverance will get you onto the delights of the rest of the game. The graphics throughout and particularly the sprites are bold, big and very well animated. This, coupled with above average sound and gameplay, makes *BTTF III* seriously worth considering.

ANDY



SALOON
I haven't got many more left, sir

In the heat of the pie dish Frisbee-throwing shoot out, Marty throws one baddie a curl!



Ah! That's more like it. A nice, down-to-earth scummy bad guy to gun down

Game	**Back To The Future III**
Publisher	**Mirrorsoft**
Cassette	**£10.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Controls on the first level are unresponsive and can be annoying
- Doesn't exactly ooze originality

100

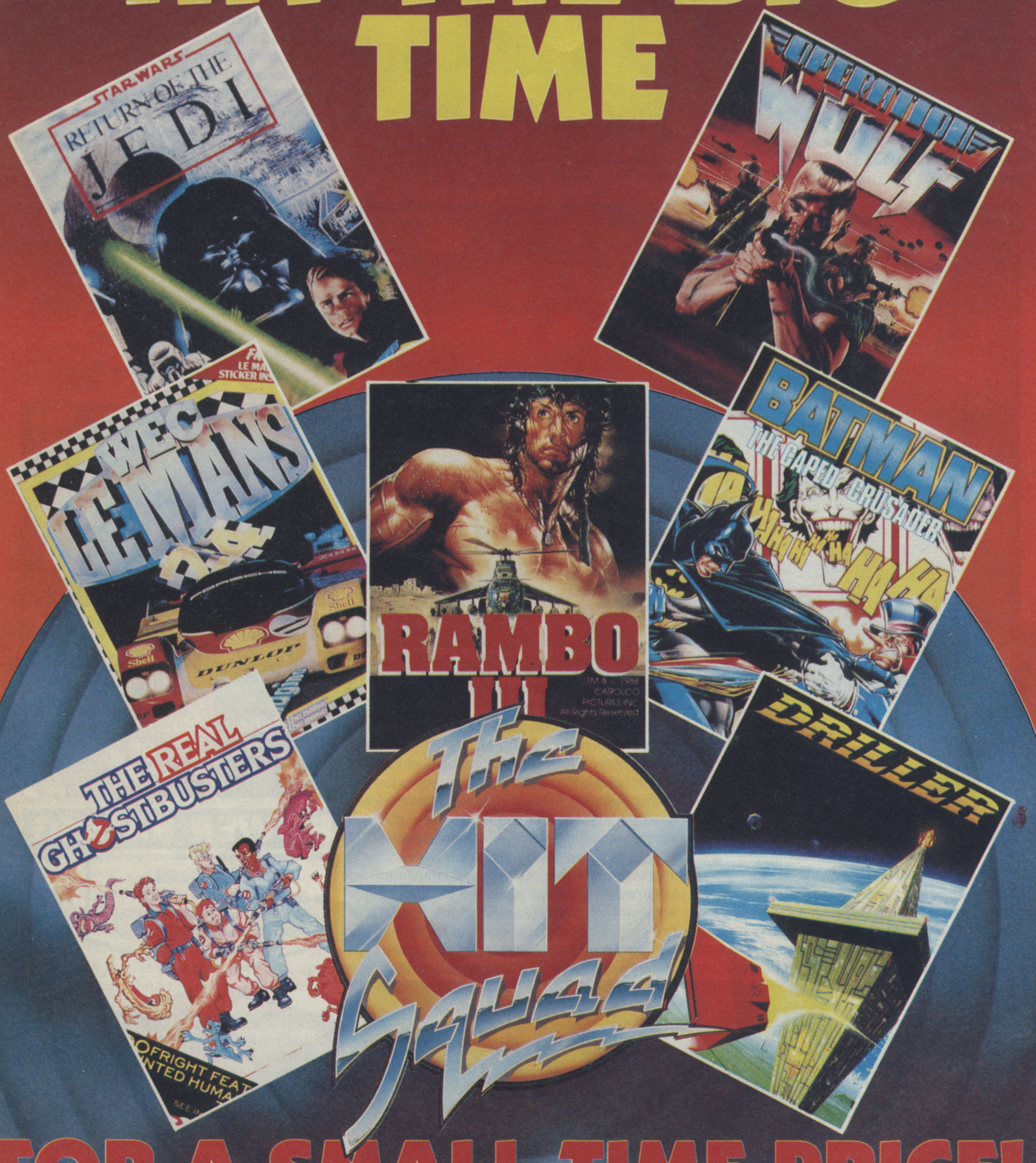
81%

- **Variety of gameplay makes up for *BTTFII*'s shortcomings and keeps you playing**
- **Apart from level one, controls are simple and responsive**
- **Key film scenes have been used to good effect**
- **Presentation is excellent with attractive inbetweeny piccies introduce each level**
- **Neat *BTTF* soundtrack**
- **Good attention to detail: curving frisbees, limp ducks at the shooting gallery, trundling train, it's all here**

...AND THE UPPERS

0

HIT THE BIG TIME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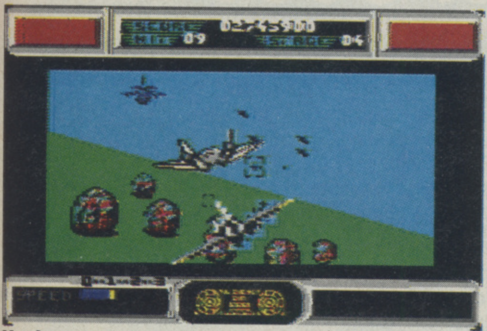
What a disastrous month I've had! Mother arranged an Easter egg hunt for me in the back garden, which I attacked wholeheartedly, only to come up empty-handed. Not only that, but I later experienced the terrible wrath of my Father, miffed at the destruction of his immaculate lawn. It wasn't until 4am the next morning that I was able to come down safely from my tree hideaway...

AFTER BURNER

Hit Squad, £2.99 cassette

Why anyone ever paid good money in the arcades to use what was effectively a wrist exerciser I'll never know. Okay, so the graphics were spiffing, splendid and, dare I say, marvellous but the gameplay was pretty dull.



Having stayed awake long enough to reach stage four, I'm getting attacked by planes and missiles not to mention a MiG up my exhaust!

In that respect that the 64 version has translated fairly well – it's pretty dull as well. All the features and levels of the original are there: speed-ups, refuelling stages, spectacular rolls (*ham or cheese? – Ed*) and heat-seeking missiles are all accurately represented. Also, despite the limitations of our beloved eight bit machine the flavour, if not the technical wonder, of the arcade graphics have been captured quite successfully.

It's like I've already said, the gameplay is accurate and, as such, dull. The first four or five levels are a bit rip roaring but after that it gets terribly repetitive and very quickly takes a nosedive from rip roaring to rip snoring.

FRAME RATE...

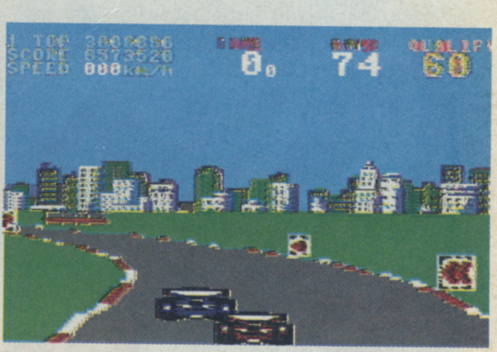
A very good conversion of a decidedly second rate arcade game means you should only consider this if you're already obsessed with adding it to your collection.

AFTER BURNER 45%

CONTINENTAL CIRCUS

Mastertronic Plus, £2.99 cassette

Ooh luvverly, I'm in a particularly miserly mood this month so nothing pleases me more than to review two bad games one after the other. *Afterburner* was bad – this is even worse. It's a very basic 3D racing game with competent graphics, average sound and disastrously tedious gameplay. The reason it's so boring is that it's terribly unrealistic. It's dead easy to overtake, dead easy to corner and worst of all dead easy to crash. You can be doing well only to come a cropper because you were positioned a pixel out of place. Don't bother, guy.



Emerson FittiFrames tries to overtake on the outside and fails miserably. This action shot looks tasty, but it only flatters to deceive

FRAME RATE...

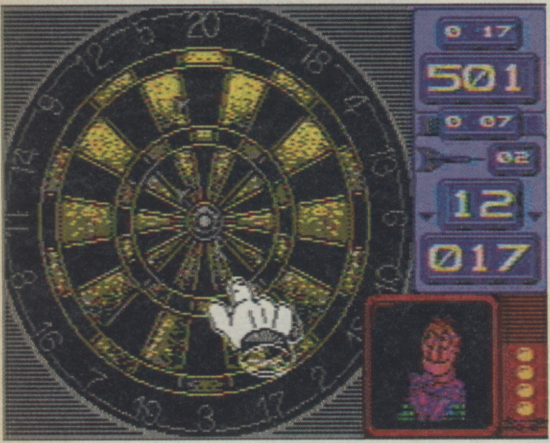
Thanks... but no thanks. This is about as interesting as waiting for *R-Type* to load. It's programmed fairly well and quite attractive to look at but lordy, is it *boooooring*? Er, yes.

CONTINENTAL CIRCUS 30%

WACKY DARTS

Code Masters, £2.99 cassette

Darts is a mug's game, played by fat old fools who have nothing better to do than spend all their money on beer and throw little arrows at a ludicrously small target. A better idea by far is to stick your beer money straight into the building society and play *Wacky Darts* on your C64 at home. The 'Wacky' of the title refers to the opponents you have to play. Each one throws an alternative dart at the board. Neville the Barbarian throws axes,



Your disembodied hand floats ghost-like in front of the dartboard. Control of it is pretty similar to that of a Sainsbury's shopping trolly – crude but effective

Nigel the Ninja throws shurikens while Daniel the Magician conjures lightning bolts, and so on. And if these opponents aren't to your liking you can always play against a friend.

There are two types of game on offer: 501, in which you have to get your score from 501 to zero before the other player and Round The Clock which involves putting an arrow in each segment of the board starting from 20 and getting right down to 1.

The control method is excellent. Your on-screen hand floats randomly about the screen and you must try to coax it, using the joystick, to the area of the board you wish to hit. It all works rather well and at budget price should prove a real hoot.

FRAME RATE...

Yes I like this. The graphics are amusing and the control method of your throwing hand provides a surprisingly accurate translation of the real game. One of those games you'll keep coming back to whenever you need cheering up.

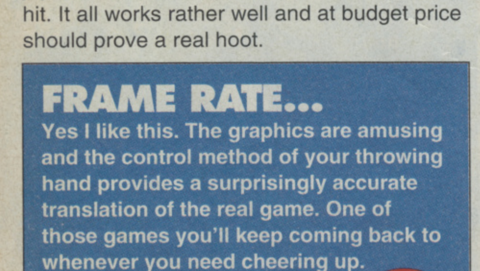
WACKY DARTS

70%

CJ'S ELEPHANT ANTICS

Code Masters, £2.99 cassette

CJ the elephant has been abducted from his parents in Africa and is being flown to a zoo somewhere in England. Being a resourceful chappie though he grabs an umbrella from the cargo hold and leaps from the plane. The brolly then turns inside out and CJ dies on impact with the floor (*er, this isn't the plot I remember – Ed*). Actually, CJ lands unharmed and must make his way through four levels of arcade platform action (not unlike *New Zealand Story*) in order to return to his beloved family. Level one takes place in France with leaping frogs and French policemen trying to kill you. Level two is in Switzerland, level three sees our hero travelling through Egypt and finally the perils of his native Africa must be negotiated before the task is complete.



Poor old CJ comes a cropper up against the first end-of-level guardian, Steve J look-a-like, Quasimodo. (*That's it Frames, you're fired – Ed*)

The graphics are colourful, cartoony and follow the theme of each level very well. There are four large end of level guardians and enough puzzles to keep you occupied for weeks. Furthermore there's a simultaneous two player option. It's not a re-release but an original product with the polish and playability normally associated with full price games.

FRAME RATE

Three quid for this is an absolute giveaway. It's encouraging that a product this good can be released at budget price. I hope CodeMasters make wads of cash out of this, and then plough the money back in to maintaining this standard of budget software.

CJ'S ELEPHANT ANTICS

88%

R-TYPE

Hit Squad, £2.99 cassette

Do I really have to say anything about this game? Those of you who have heard of *R-Type* (and that should be pretty much everyone) will know that it's one of the all time classic shoot 'em ups. Everything is there: multiple enemy waves, huge end-of-level guardians and more power ups than I've had hot dinners. So it must be a Corker right?

Wrong, very wrong. Yes all the features are there, and yes the graphics and sound are glorious but sadly the game is outrageously difficult to play – far more difficult than the coin-op ever was.

The finer details of the gameplay, such as the amount of enemy bullets on screen or amount of damage inflicted by shots, bear little resemblance to the original which is an absolute crime. Not only that, but the added pain of a horribly disjointed and drawn out loader (three separate loads to get going, and then two re-loads when you die on level one!) makes this definitely one to avoid.

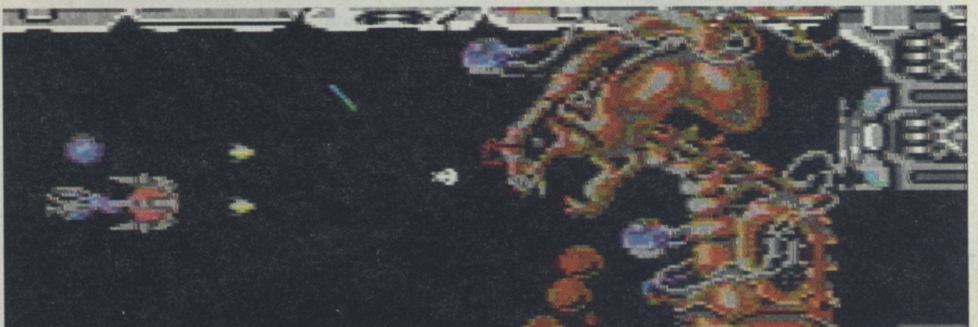
If you like waiting ten minutes while it loads followed by three seconds of play before dying, then give it a go.

FRAME RATE...

An appallingly crap loader aided and abetted by depressingly difficult play means C64 owners have missed out on one of the all time classics.

R-TYPE

40%



The gruesome first level *R-Type* guardian. Looks great, but is unfortunately, almost impossible to kill. You *should* be able to finish him off with your drone, but the C64 beast seems immune...

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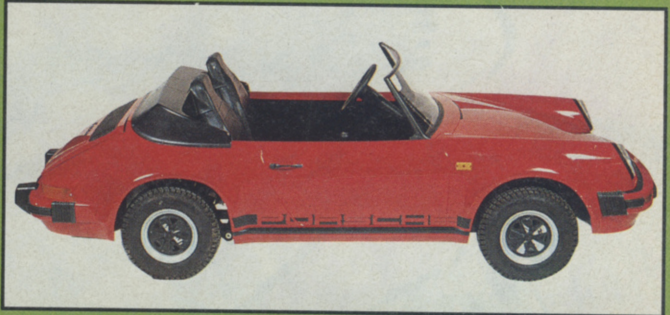

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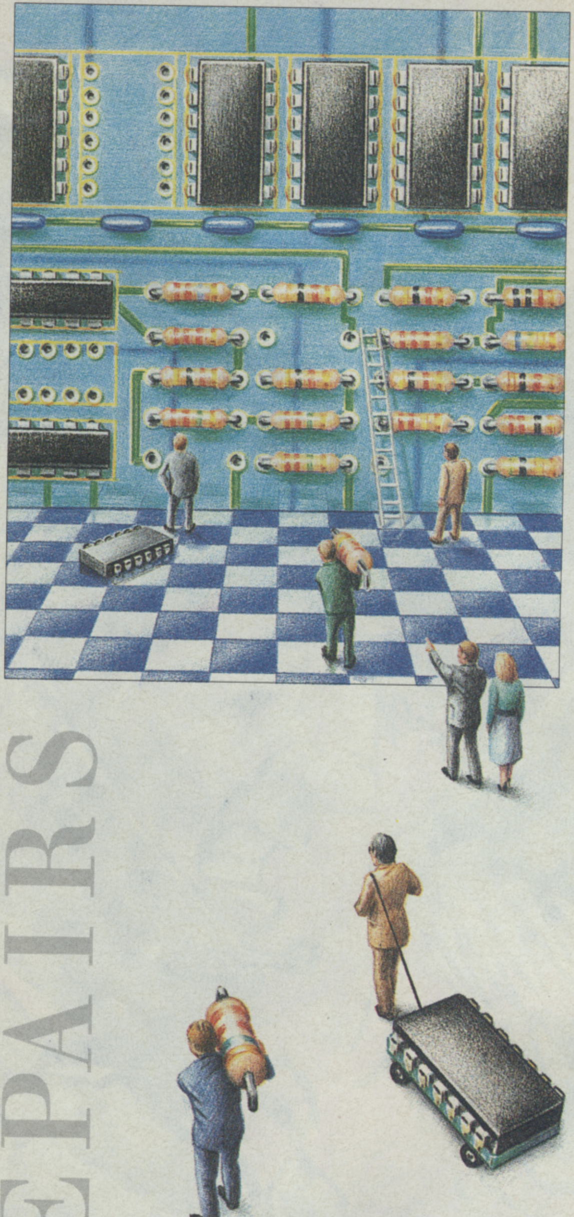
Commodore FORMAT
THIS TIME IT'S WAR ● SUPREMACY

DIE

C64 Repairs



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COMMODORE FORMAT A TO Z OF CLASSIC GAMES

Continuing our drooling delineation of the 100 best and worst games on the good ol' 64,* Gordon Houghton *secretes slobber over the letters J-P, skipping O without a care

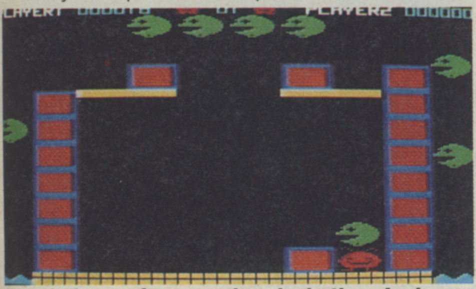
JACK ATTACK

COMMODORE

Released: May 1985

Availability: Deleted

For as long as he's been a round, ball shaped thingy, Jack's enjoyed squashing other round ball-shaped thingies and they've enjoyed squashing him. By hopping about screen upon simple screen of blocks, Jack has to manipulate bricks, jump over bridges and cope with disappearing floors. No sophisticated graphics, no fancy sound, just lashings of addictive gameplay which grows on you: a plain and simple classic.



People have often wondered whether *Jack Attack* was a dig at ex-Commodore boss, Jack Tramiel, now Atari's boss. Surely not?

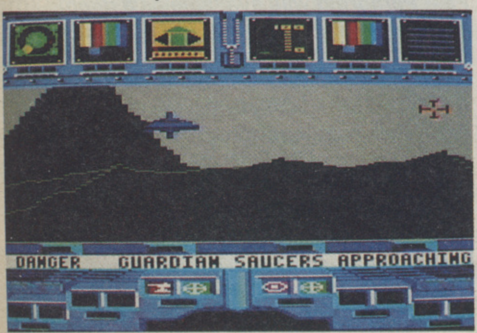
KORONIS RIFT

LUCASFILM/ACTIVISION

Released: December 1985

Availability: Deleted

Koronis isn't the kind of planet you'd pick for your dream holiday. It's ugly, bleak and miserable but it's also covered in spacewrecks stuffed with valuable techno-waste – the stuff that makes people rich. Equipped with Encyclopedia Galactica, Surface Rover and Robo-Tech Droid you set out to make your fortune. Will you succeed or will the guardian saucers turn you into tin cans first? Brilliantly grim fractal landscapes, highly detailed on-board graphics and a whole catalogue of guardian ships enhance *Koronis*'s already complex gameplay with a highly charged atmosphere. If you see it, grab it.



DANGER GUARDIAN SAUCERS APPROACHING

A-techno-scavenging we will go. This robot remains in your orbital spaceship, taking apart alien wreckage to see if it's worth owt

LAST NINJA 2

SYSTEM 3

Released: September 1988

Availability: Deleted. An enhanced version, Ninja Remix has just been released at £9.99 cassette and £14.99 disk

Ever fancied wearing black all over and beating seven shades of shogun out of guys called Kunitoki? Well, you've had your chance ever since *The Last Ninja* turned out not to have been the last one at all and spawned a sequel. It features highly detailed graphics, a whole selection of arcadey puzzles and a fistful of well-animated action: a fab combo of arcade adventure and kung fu.

LEE ENFIELD IN THE TOURNAMENT OF DEATH

INFOGRAMES

Released: June 1988

Availability: Deleted

Lee Enfield may be a rifle but our hero, a garish stick insect masquerading as a knight, is armed with nothing more substantial than a pair of scratchy-looking fists. Atonal music, scribbly graphics and a display which takes up approximately a quarter of the screen just about wraps this one up. A classic gobbler.

LITTLE COMPUTER PEOPLE DISCOVERY KIT

ACTIVISION

Released: November 1985

Availability: Virgin £2.99

A little computer person is the ideal pet. He wanders around his own little house, plays records and responds when you refill his water containers, send him records, write him letters or play cards. *Little Computer People* may not be the greatest thing in long-term entertainment but it is one of the most unusual games you'll ever play .

LORDS OF MIDNIGHT

BEYOND

Released: May 1985

Availability: Deleted

One of the greatest 64 strategy wargames, *Lords Of Midnight* features no less than 4,000 locations and revolves around the actions of two main characters, Luxor and Morkin, in their quest to defeat the nasty, moustache-twiddling Doomdark. At the time, the four main types of command (VIEW, MOVE, THINK, CHOOSE) allowed unprecedented strategic flexibility but nowadays they do appear a mite limited. For sheer atmosphere, a sense of bleak desperation and a feeling of battling against terrible odds, *Lords Of Midnight* remains unmatched.

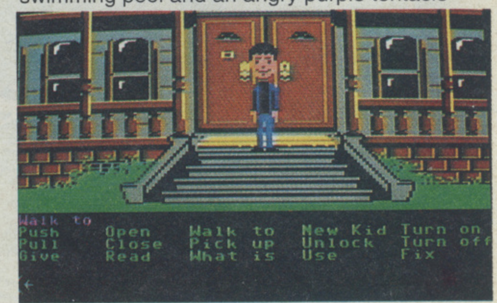
MANIAC MANSION

Lucasfilm/US Gold

Released: December 1987

Availability: £14.99 (disk only) direct from US Gold, or at selected software shops

A mad scientist, six cool dudes, a radioactive swimming pool and an angry purple tentacle



So, this is *Maniac Mansion.* Don't know about the name but the folks look more human than they did in *Koronis Rift*

made up the first of Lucasfilm's adventure games. The format is now familiar: menu commands in the bottom half of the screen and scrolling action sequences in the top half were used to solve puzzles and unravel the mystery of why dastardly Dr Fred captured and imprisoned the pert and pouting Sandy. With three different characters to play, an easy control system and brilliant humour throughout, this is that old cliche – a game that hasn't aged.

MANIC MINER

SOFTWARE PROJECTS

Released: August 1984

Availability: Mastertronic, £2.99

Some people think this is still one of the most bodacious platformers around, some think it's rubbish – either way it's a classic. Miner Willy (later to star in *Jet Set Willy*) has discovered untold riches in mysterious caverns beneath Surbiton – but there's a catch. All that glistens is guarded by a weird assortment of subterranean denizens, including the weird Eugene, some flying toilets and an upright fish. What this boils down to is 20 levels of single-screen leap and dodge action: Willy isn't the swiftest character around, so precise timing and pixel-perfect positioning are needed. It's tough, it's colourful, and it's still worth a gander.

MERCENARY

NOVAGEN

Released: March 1986

Availability: Deleted. Was available in a double pack with Second City (the sequel to Mercenary)

Like all Paul Woakes games, this was way ahead of its time. Very few products can match the quality of its super-smooth vector graphics or the depth of its gameplay – a huge city packed with buildings and labyrinthine underground complexes. Your ship Prestinium has crash-landed on Targ, a mostly barren world once inhabited by the Palyars but now ruled by their enemies, the bio-robotic Mechanoids. Always one to exploit a conflict, you recognise that there's dosh to be made as a mercenary for both sides... The wealth of detail and rapid pace get you hooked immediately, and there's enough to keep you occupied for weeks – if you see it, buy it.

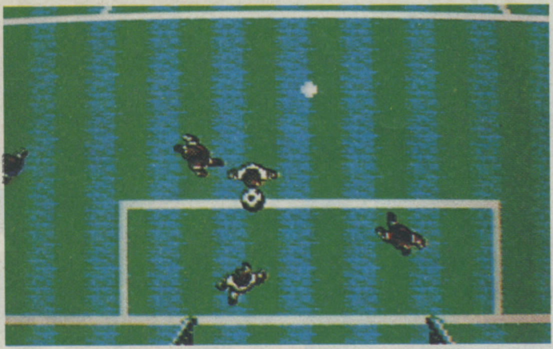
MICROPROSE SOCCER

MICROPROSE

Released: December 1988

Availability: £14.95 cass, £19.95 disk

Still the best footy game on the 64, this is also the silliest. It is, in fact, not one but two (count 'em) soccer simulators: traditional `Stanley Matthews'-style footy played on a big pitch, and American rules six-a-side. The toe-poking fun is viewed from overhead and the ball sticks to the foot: it can be played as a friendly, a 16-team league or even a World Cup tournament. You can tackle, dribble, volley, do overhead kicks, chips and banana shots – all in a variety of weather conditions. And if the music doesn't have you guffawing, God didn't give you laughing gear.



Strange rules and a strange game but *Microprose Soccer* is where it's at if you have fantasies of joining the England squad

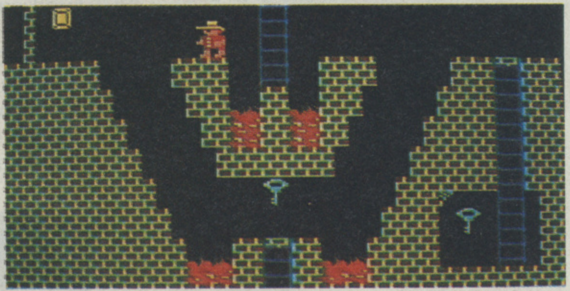
MONTEZUMA'S REVENGE

DATABYTE

Released: December 1986

Availability: Deleted

Panama Joe, a poor man's Indiana Jones, has discovered nine caverns brimming with gemstones the size of very large gemstones. If he could pick them all up he'd be a very rich, blocky, squat computer character indeed; but he has two hazards to overcome. First, the caves are full of rolling bouncing skulls, poisonous spiders and other unctuous underground uglies. Worse than this however is the terrain: invisible chain-gates, bridges that disappear, sudden drops, doors that need keys to open, and fiery pits. All these obstacles spell death – but the rewards are irresistible. Just like this game, in fact.



A brilliant ancestor of *Rick Dangerous*, *Montezuma's Revenge* has a fantastic endgame sequence where Monty falls through a massive treasure hoard

MONTY ON THE RUN

GREMLIN

Released: October 1985

Availability: Kixx, £2.99

Who would have guessed that a mere mole named Monty would have spawned five games, a possible cartoon series, and a distinct way of somersaulting out of trouble? This is the second in the series and arguably the best: 48 screens of platform action with bags of puzzles to solve, tricky traps and some of the weirdest nasties you'll find anywhere (alarm clocks with wings?). Gasp at the brilliant Rob Hubbard soundtrack, say `ooooh' to the playability, and groan because of the toughness. Above all, buy it.

MYTH

SYSTEM 3

Released: December 1989

Availability: Sys 3, £9.99 cass, £14.99 disk

There is a fifth dimension beyond that which is known to man. Unfortunately your character has just stepped into it. It takes him back to multiple lands of myth and magic from Hades to the Vikings – and to get back to heresville he has to travel through them all. It's a world of colour, a world of superb rotoscopic animation and fantastic creatures to combat – and it's a world you should get your hands on.

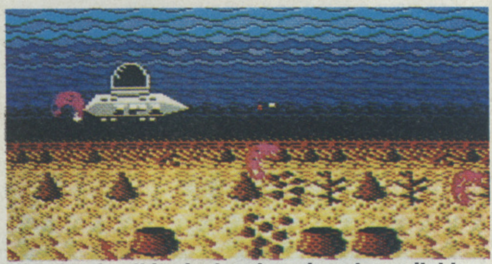
NEBULUS

HEWSON

Released: December 1987

Availability: on the Heat Wave compilation, £12.99 cass, £17.99 disk

Pogo is no ordinary demolition worker: he's a stumpy little green biped with a pair of googly eyes. He's also an employee of Destructo Inc, who've just been given a contract to destroy eight towers in the middle of the sea. The only way to dismantle them is by negotiating platforms, lifts, steps and doors – and plenty of creatures. Once a tower is flattened, Pogo zips to the next one in submarine, catching fish for bonus pay. Platform action at its finest, with rotational scrolling which has to be seen to be believed!



***Nebulus*, in all its funky glory, is only available on a compilation now, but it's worth getting hold of for its dizzying graphics**

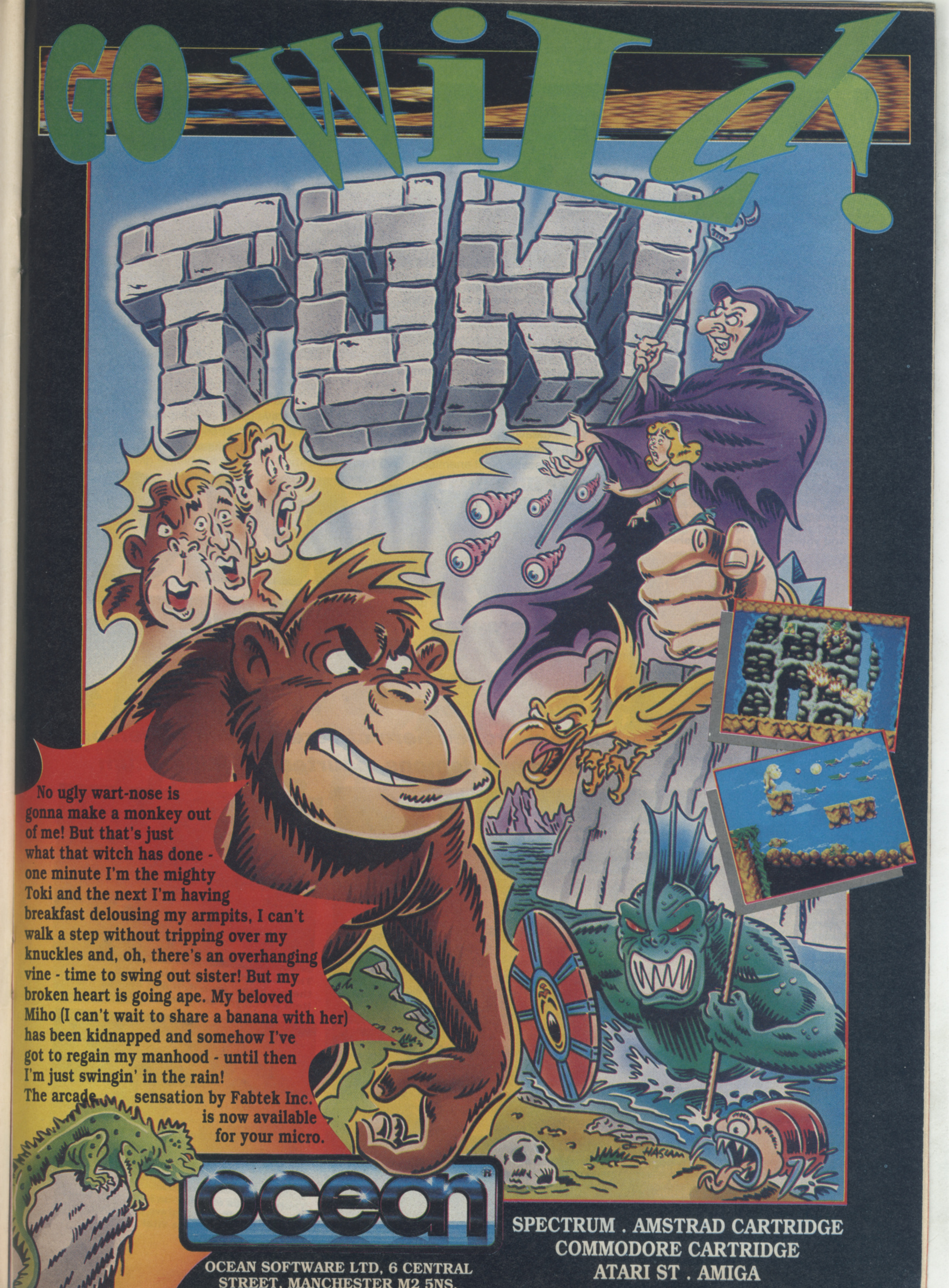
PARADROID

HEWSON

Released: November 1985

Availability: The original is now deleted. Fast Paradroid was available as a double-pack with Uridium. Heavy Metal Paradroid (the smoothest and most colourful version) is on the Rack-It label, £2.99

On a haulage trip to Beta Ceti, a fleet of Robo-Freighters was bombarded with radionic beams. This sent the robots on board haywire: they killed the human crew and are now guiding the ships into enemy territory. Only a prototype robot Influence Device can save the day: it's able to control mechanoids for long enough to shut them down, and can use its host's weaponry to destroy other robots. Five words sum it up: smooth, long-lasting and incredibly playable.



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micro.

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WARLOC
THE A

First there was Druid. Then came Enlightenment (naturally). Now the blue-robed hero of yore returns to demoralise more demons, courtesy of Millennium

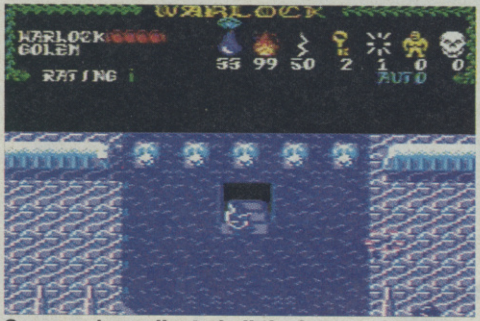
The result of a quick knee-trembler between Satan and Szasan, Acamantor was destined to be evil. After sticking pins in a few old maps he decided to practise his wicked ways in Belorn, to date just about the most peaceful land that ever there was.

Not ones to yield their peace peacefully, the Belornies revolted. Acamantor summoned a gang of demon princes to guard him against future attack. Long ago, in a game called *Druid*, these were destroyed by a bold mage-cum-hard man.

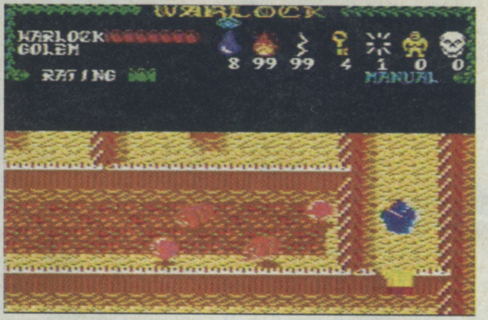
Now Acamantor has built a tower with deeper and darker levels, full of monstrous minions, mazes and puzzles. The aim is still the same: you have to nobble the demon or die in the attempt. Hidden doors, invisible paths, trap-doors and poison chests thwart you at every turn; but there are also chests containing powerful magic which you can use against your foe.

Your character is a tad stumpy but his legs can knock up a fair turn of speed – enough to escape most enemies or reach safety behind obstacles. Acamantor's spawn are on the whole a pretty stupid bunch of things that go `wooooo' in the night. They can regenerate and home in on you, but are easily dispatched or avoided.

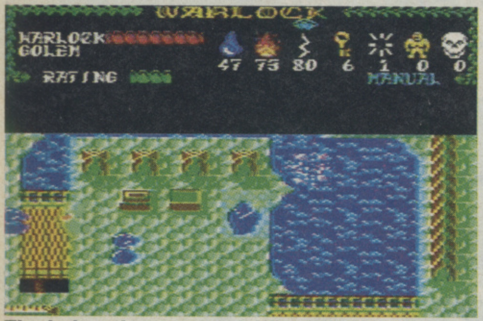
If the action gets really tough, you've got an effective range of spells (see box), and the ability to regain strength by standing on Energy Carpets (these look like the lighting



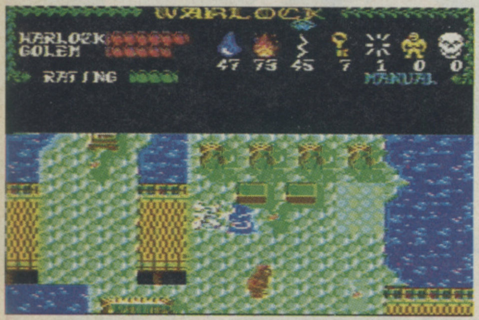
Once you've collected all the keys on level one, defy gravity and skip across the water to the stairs leading down to level two



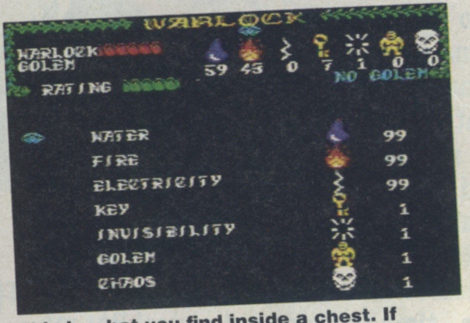
This is where the previously collected keys prove their worth. North of here is a maze containing treasures, weaponry and beasts galore



The beloved energy pad. Whenever it looks like you're going to come to a sticky end, find one, stand on it and your energy is replenished

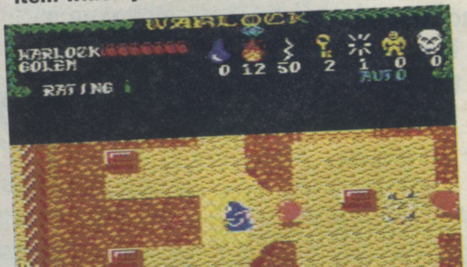


Having just 'powered up' the Warlock has raided a chest and is currently employed in killing a blob with his lightning bolt



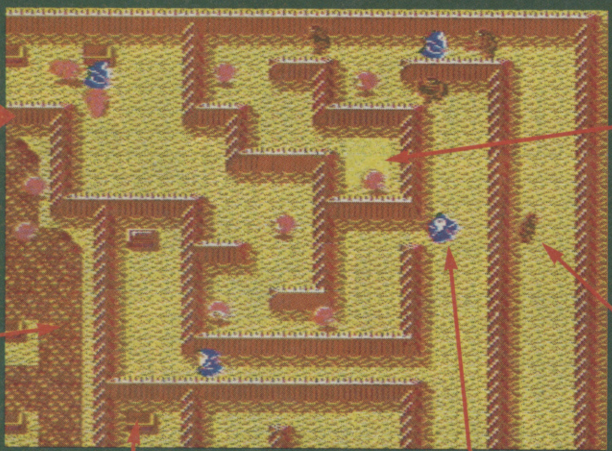
WATER	99
FIRE	99
ELECTRICITY	99
KEY	1
INVISIBILITY	1
GOLEM	1
CHAOS	1

This is what you find inside a chest. If there's a key, grab it. If not, choose the item which you are shortest on



There's loads of booty on level two. There are also loads of monsters so frequent trips to the energy pads are vital

Where am I?



With several screens glued together, you can see for yourself just how big and nasty this second level maze is!

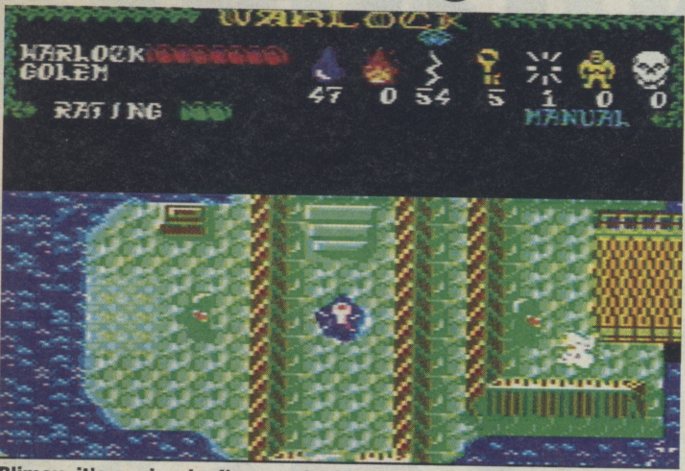
A sparkling Energy carpet just waiting to revitalise a flagging Warlock. You can visit these as often as you like

This bubbling brown goo is extremely hazardous. Warlock can cross it, but at great expense to his energy level

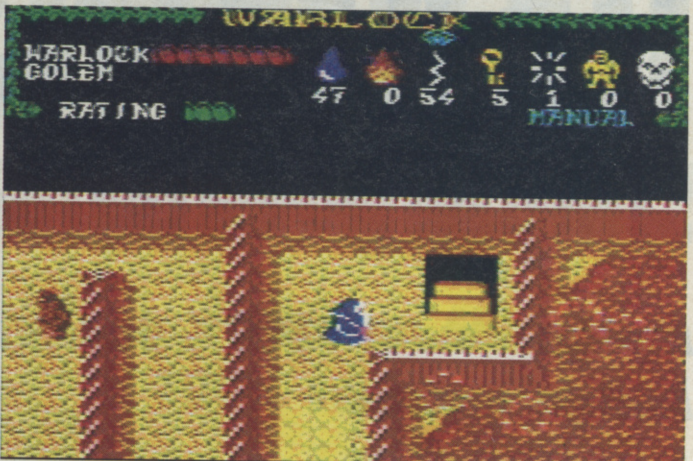
This is an enemy Golem. It looks just like your little clay chum, but beware his advances for they are lethal

A treasure chest. To open one Warlock merely has to stand in front of it. All manner of goodies lie inside, but once opened, a chest cannot be plundered again

Warlock himself, looking decidedly hard and... er... not a little lost



Blimey, it's a miracle. I've reached level three. It was hard before but from here on in it gets maddeningly difficult. The water is lethal, the monsters are numerous and there are dozens of secret doors



Quite often stairs lead you straight into a mammoth fight so it comes in handy to nip in and out of levels until you feel confident enough to progress. Don't hang about for too long though

effects in a 70s disco). The most unusual spell is the ability to generate and control a clay golem. This creature can be manipulated in solo mode (with limited but adequate commands), or by a second human player. This option is what makes the game so much fun to play: with a friend directing your golem, things don't always turn out as they should...

Druid and its sequel *Enlightenment* were both excellent games, but are now a bit long in the tooth – and this third instalment in the series isn't radically different from either. At first it doesn't even look much of an improvement over its predecessors, but as you progress deeper and deeper into the later levels, its qualities become obvious. The range of traps and tricks is horribly devious, the enemies just keep getting tougher, and one false move leads to a swift demise – if you can survive level 5 without tearing your hair out, then you certainly deserve a medal!

> The aim is still the same, you have to nobble the demon or die in the attempt

If you enjoyed either of the predecessors, you'll love this: it plays like *Gauntlet*, with more puzzles and unusual twists. Two-player mode is particularly good, but even as a solo player you'll have hours of enjoyment figuring out all the traps and annihilating your enemies. It's challenging, frustrating and a lot of fun.

GORDON

CK VENGER

That's magic

A druid without spells is like Nelly the Elephant: he might as well just pack his trunk and say goodbye to the world of high adventure. Luckily, our hero in a half-cowl is armed to his horse-hair underpants with magic a-plenty. Our blue-robed buddy only as a limited number of each type of spell to start with but, as he checks out the treasure chests the adorn the dungeons, he can find supplies of all the different spells. In fact, he's positively spoiled for choice.

WATER BOLT **– The most widespread but weediest spell. Useful against monsters just out of their nappies or wetbacks**

FIRE BOLT **– A medium-strength weapon for medium-strength opponents. Good for warming up most situations**

ELECTRICITY BOLT **– The best hand-emitted spell of the lot, this is also the most limited in supply. So you've either got the power or you haven't**

PARALYSE MONSTERS **– Momentarily freezes all beasties on screen, allowing you to tweak their noses and laugh loudly in their faces**

GOLEM **– A clay creature with its own health meter, the Golem is useful for belly-bouncing the bad guys you'd rather not waste your time on**

CHAOS **– Destroys all enemies in view for a period of ten seconds and replenishes the druid's energy and destroys demons. It's a stonker**

Game	***Warlock***
Publisher	***Millennium***
Cassette	***£10.99***
Disk	***£15.99***

POWER RATING

THE DOWNERS...

- Keyboard and joystick isn't ideal
- Screen isn't all that big and the border flickers occasionally.

100

80%

0

- **Eight tough levels – some of the later ones will have you smashing your joystick**
- **A surprise waits around every corner: the frequency of monsters depends on how you play**
- **Colourful backdrops lend a different atmosphere to every level**
- **Plenty of tricks to keep you scratching your head**
- **Great two-player option**
- **Opponents are nicely animated and very tough**
- **Spells to give the ghoulies the willies**

...AND THE UPPERS

REASONS TO BE C

Simply irresistible! Not one but two

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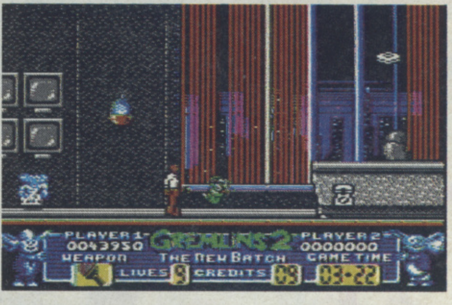
GREMLINS 2

Elite are back with a new batch of troublesome terrors wrought from the fevered mind of a Hollywood film maker. Our furry reviewer is fed after midnight so he can craftily concoct this report. No, wait! Don't shed too much light on it – uh oh...

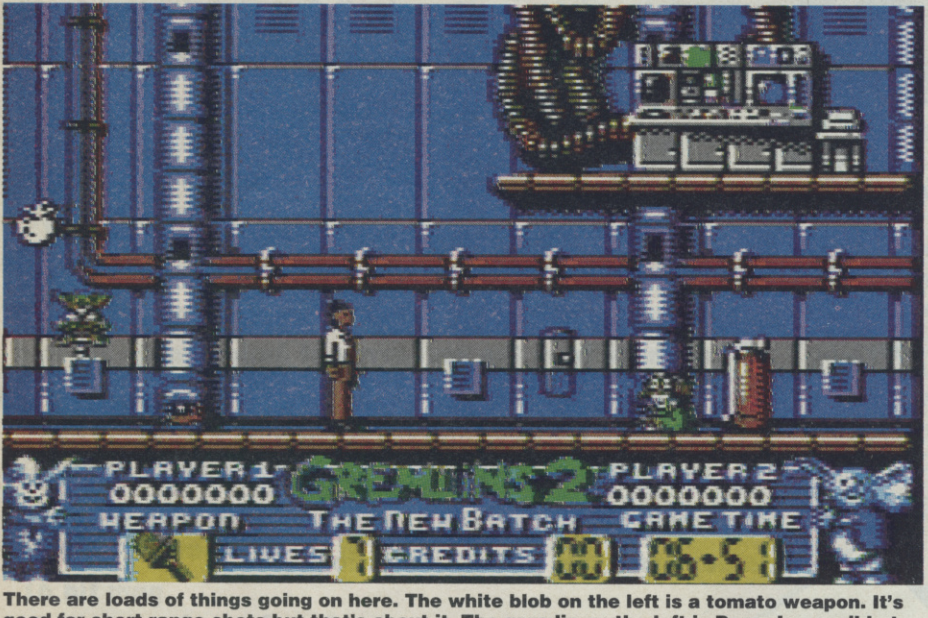
Several years have passed since the gremlins last went wild and Gizmo has returned to his old master in New York's Chinatown. But the old man dies and developers move in to build a business complex containing offices, shops and such like. Gizmo is held prisoner in a lab but his old friend Billy discovers him and puts him safely away in his office drawer. Needless to say he escapes, accidentally multiplies and once more gremlins are on the loose. As Billy you must rid the complex of creatures before midnight when they can rampage throughout the whole of New York City (*not such a terrible prospect really – Ed*).

The game is of the platform type, in which the screen doesn't scroll but flips each time you exit either side or above and below. This may not sound very impressive but each screen has a very rigid pattern of enemy attacks and constitutes a unique challenge, something that just wouldn't be possible if the screen scrolled.

Billy can crouch, jump, walk right and left and fire. The firing type depends on the weapon you're carrying. There's the Tomato Weapon which releases a volley of rotten fruit but only works over a short range. There are four types of torch which range from the weedy single firing version to the two-way mega torch which fires three shots in front and behind. The telephone fires in an arc so is only good for long distance shooting. The frisbee is a good all rounder, while the boomerang is fast firing and unpredictable.



That frisbee (top right) would be useful but first you need to avoid the tumbling gremlin



There are loads of things going on here. The white blob on the left is a tomato weapon. It's good for short range shots but that's about it. The gremlin on the left is Pogo. Impossible to avoid so you'll have to shoot him. The one on the right is Daffy. He won't sit still for very long. If you hang about he'll curl into a tight ball and power towards you with alarming speed. Quite a challenge considering it's only the first screen of level one...

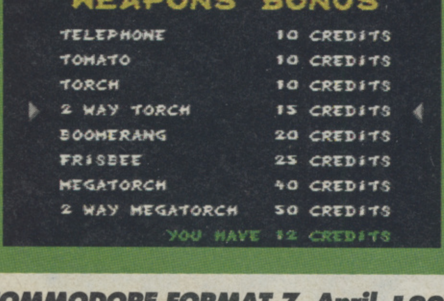
You'll find these weapons scattered around the play area but it's not always wise to collect them as soon as you see them as it may jeopardise your chances of completing a puzzle later on in the level.

The gremlins themselves are brilliantly done. While they are small they are also minutely detailed and well animated. There are eight types in all each moving and attacking in a different way. Daffy curls into a ball and rolls into you, Mohawk throws things at you, Electric appears from plug sockets and shocks you, George flicks cigar ash onto you from above, Lenny also throws things, Pogo rides a pogo stick and moves very quickly, Skateboard (surprise, surprise) rides a skateboard and runs you over and last but not least is Sexygirl (good name guys) whose powerful blown kisses kill on contact. Because their movements are so erratic and further, because so many appear at once, the action can get massively frantic in some of the screens.

The overall aim is to collect a completion item from each of the five levels. The item appears as an icon with the letter G on it and is often found in the most inaccessible places. But with the item collected you must make your way to the lift which transports you to the next level.

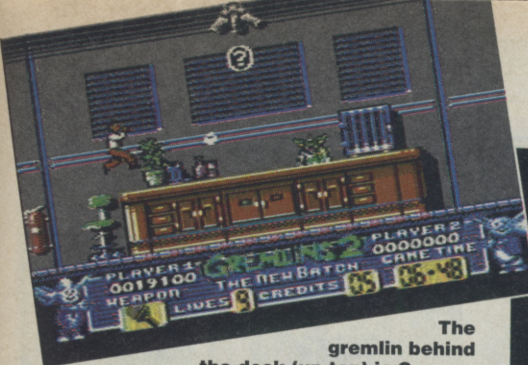
Other icons are dotted around which furnish you with various bonuses such as

Gremlin gizmos

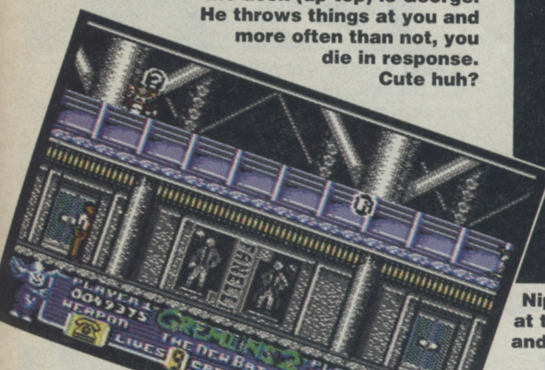


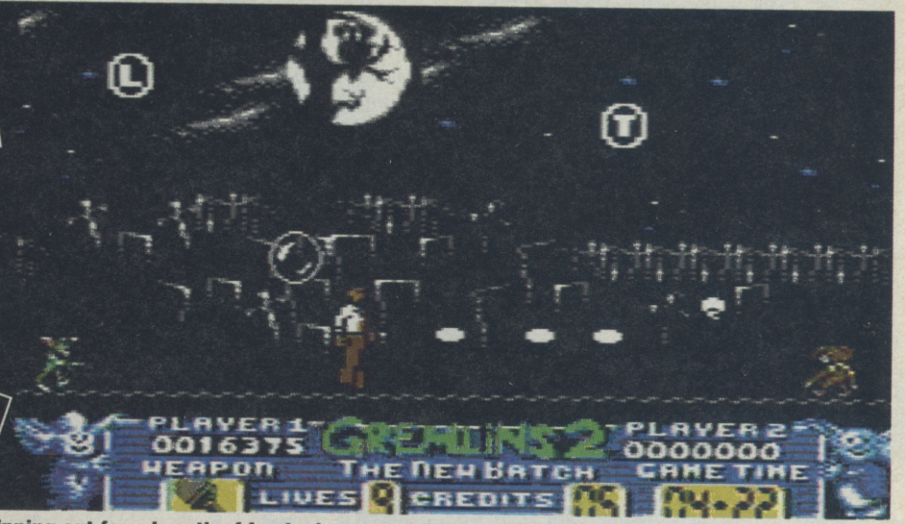
WEAPONS	BONUS
TELEPHONE	10 CREDITS
TOMATO	10 CREDITS
TORCH	10 CREDITS
▶ 2 WAY TORCH	15 CREDITS ◀
BOOMERANG	20 CREDITS
FRISBEE	25 CREDITS
MEGATORCH	40 CREDITS
2 WAY MEGATORCH	50 CREDITS
YOU HAVE	12 CREDITS

This is the default weapon selection screen from the end of level two. Regardless of which weapons you pick up along the way, when you die you'll always be left with the default weapon. At the start of the game it's the weedy torch but at this point you can beef yourself up a bit. Choosing the telephone at first seems like a good idea as it's vital to the completion of level three but by level four it proves useless. In view of this, a wise choice is the Two-Way Torch – if you can afford it


PLAYER 1
0019100
GREMLINS 2
THE NEW BATCH
PLAYER 2
0000000
GAME TIME
WEAPON
LIVES
CREDITS

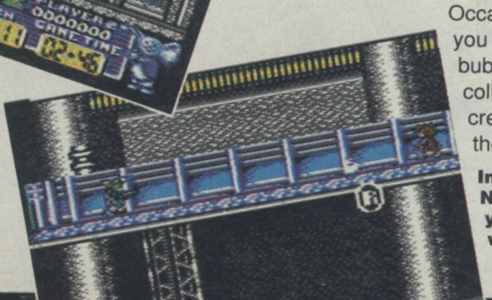
The gremlin behind the desk (up top) is George. He throws things at you and more often than not, you die in response. Cute huh?


PLAYER 1
0049375
GREMLINS 2
THE NEW BATCH
PLAYER 2
0000000
GAME TIME
WEAPON
LIVES
CREDITS


PLAYER 1
0016375
GREMLINS 2
THE NEW BATCH
PLAYER 2
0000000
GAME TIME
WEAPON
LIVES
CREDITS
04-22

Nipping out for a breath of fresh air seemed like a good idea at the time. Staring longingly at the moon will achieve nothing but certain death. The bubble is a freshly killed gremlin and, when collected, will furnish you with credits for use in the shop

points, extra lives, time and Rambo Gizmo. The latter is merely your little furry friend who, in an uncharacteristic fit of bravery, parachutes onto the screen and helps to kill some of the gremlins. Good ol' Giz, eh.

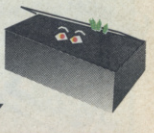


Impossible jump? No. Leap right and you'll land on a lift which will help you get the icon

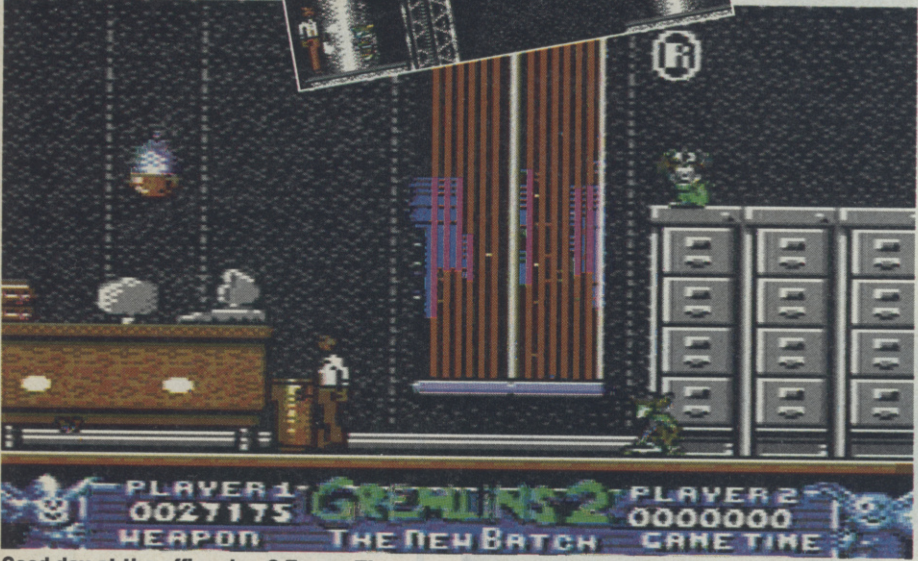
Occasionally, when you shoot a gremlin, a bubble appears. If you collect it, it acts as a credit for the shop at the end of level two.

Here you can choose your default weapon for the rest of the game. Whenever you get killed this is the item you'll start off with.

Graphically, *Gremlins 2* is a treat. The backdrops are of a very high standard and largely atmospheric. The sprites are varied, detailed and highly comical – except for Billy's sprite. It's blocky and really rather crap. *Gremlins 2* is challenging and there are several puzzles to solve but in the main it's all a little too difficult, frustrating in fact. There's also a lack of variety between levels, making it a bit repetitive.



ANDY


PLAYER 1
0027175
GREMLINS 2
THE NEW BATCH
PLAYER 2
0000000
WEAPON
GAME TIME

Good day at the office dear? Er, no. The one redeeming feature of this level is that there is plenty of furniture around which can be jumped on to avoid the attacks of the gremlins

Game	**Gremlins 2**
Publisher	**Elite**
Cassette	**£9.99**
Disk	**£12.99**

POWER RATING

THE DOWNERS...

- Main sprite looks dreadful and lets down the rest of the graphics
- Not much variety between levels – the repetition gets to you
- It can get incredibly frustrating, especially when a gremlin kills you right at the edge of the screen

100

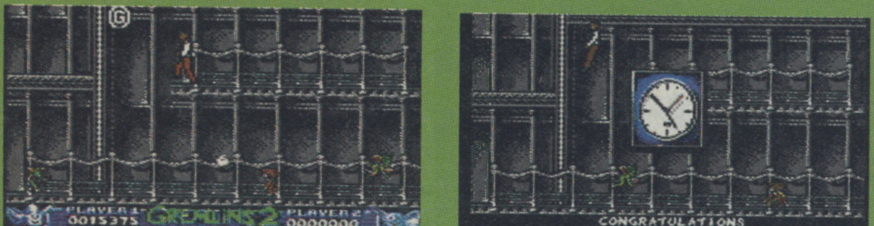
69%

0

- **Atmospheric and nicely drawn background graphics**
- **The gremlin sprites are rich in detail and animated with real class**
- **Eight very different gremlin types add to the excitement**
- **A puzzle solving element adds to the overall effect**
- **The levels are fairly big and are always very busy**

...AND THE UPPERS

Pulling a few Gs


G
PLAYER 1
0015375
GREMLINS 2
THE NEW BATCH
PLAYER 2
0000000
GAME TIME
WEAPON
LIVES
CREDITS

CONGRATULATIONS
THE CLOCKS ARE NOW
THREE HOURS FORWARD
YOU HAVE TWO OF THE FIVE

The G icon is the key to level completion. Collecting it prompts this satisfying screen

KNIFE
POISON
ROPE
HORSE-SHOE

CLUEDO MASTER DETECTIVE

HORSE-SHOE
WRENCH
CANDLE-STICK
REVOLVER
POISON
LEAD PIPE

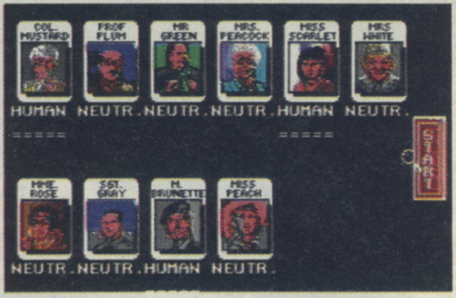
It's a still, quiet night at Boddy Manor. Suddenly there's a piercing scream (*aaaaargh!*), a thump (*thump*), and the sound of running feet (*pound, pound, pound*). Moments later Mr Boddy is found face down in a pool of blood. Whodunnit? Where? And how?

The board game *Cluedo* has been a hit since 1946, was turned into a truly awful TV series last year and has already spawned one conversion. So why, you may ask, are they doing another one? The answer is that this is *Cluedo Master Detective*, an enhanced American version that isn't even available over here as a board game. It's got six more rooms, three extra weapons, four extra suspects and a totally different floor-plan (which is a tad difficult to distinguish on screen) but the rest is mostly more of the same: you rolls the dice and you makes your move. When you enter a room you make a suggestion (Miss Peach, in the Fountain with the Horseshoe) and the other players show you their cards. If you land on one of the nine new Snoop spaces you can sneak a peak at one of your opponents' cards.

Up to ten players can take part in any mixture of humans and computer. A complete set of notes is automatically kept for each person, with items ticked off as they're eliminated. You can look at your cards whenever it's your turn.

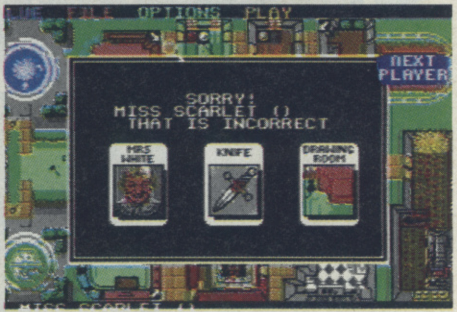
There's no denying that *Master Detective* is a fast, slick, and user-friendly conversion but if you're playing with friends it's still no substitute for the real thing. Even with the added bonus of the new features, the atmosphere isn't the same; it's just not practical to have everybody turning away from the screen when someone wants to look at their cards.

For a solo Sherlock Holmes there's more potential: you can play it whenever you like, your opponents never argue and you'll never lose any of the little plastic bits that end up being hoovered after playing the board game. The only trouble with this computerised version is, it's too easy to win. So far I've beaten *Cludeo Master Detective* on the highest difficulty level every single time. That is the truth, sleuth.



COL. MUSTARD HUMAN
PROF PLUM NEUTR.
MR GREEN NEUTR.
MRS. PEACOCK NEUTR.
MISS SCARLET HUMAN
MRS WHITE NEUTR.
MME ROSE NEUTR.
SGT. GRAY NEUTR.
M. BRUNETTE HUMAN
MISS PEACH NEUTR.

A cast Agatha Christie would be proud of but there's not a butler in sight. From this screen, you may choose who you're going to play. Having ten players taking turns on a computer sounds a bit unwieldy though



SORRY!
MISS SCARLET ()
THAT IS INCORRECT

Poor old doddering Mrs White has an accusatory finger pointed in her direction but in this case the evidence isn't strong enough. Back to the drawing board...

Game	**Cluedo**
Publisher	**Virgin**
Cassette	**£9.99**
Disk	**£12.99**

POWER RATING

KATI

THE DOWNERS...

- Board graphics are a mite difficult to distinguish
- Impractical with more than one player
- Flipping between your cards and the board can be fiddly
- Computer opposition on all three difficulty levels is too easy to beat

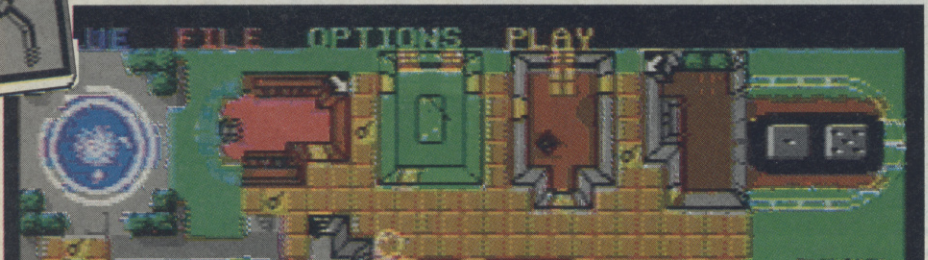
100

68%

0

- More suspects, rooms and weapons than the original
- Fun for solo players
- The computer works which cards to show
- Handy save game option
- Notesheets can be printed as required
- Speedy computer players
- Realistic smart alec comments from computer players

...AND THE UPPERS



M.BRUNETTE ()

The board is considerably expanded and improved in Cluedo Master Detective but with ten characters, playing the game on the old board would have led to considerable congestion. Unfortunately, the graphics, though colourful, are still fiddly and crowded. It would be a real shame if you missed a clue as a result

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BATMAN PACK

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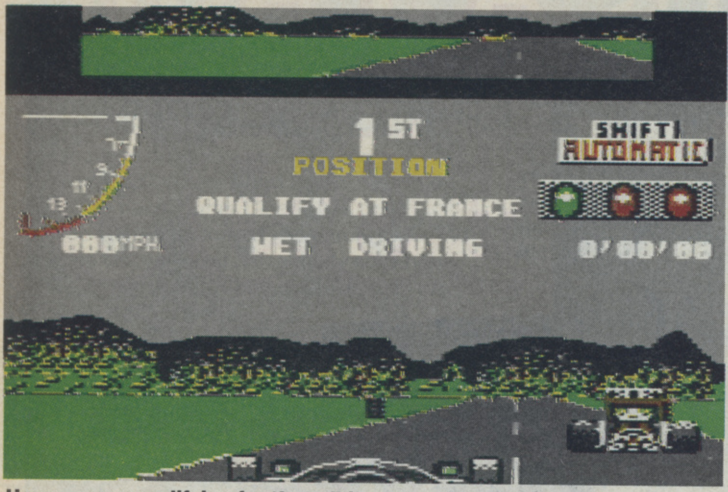
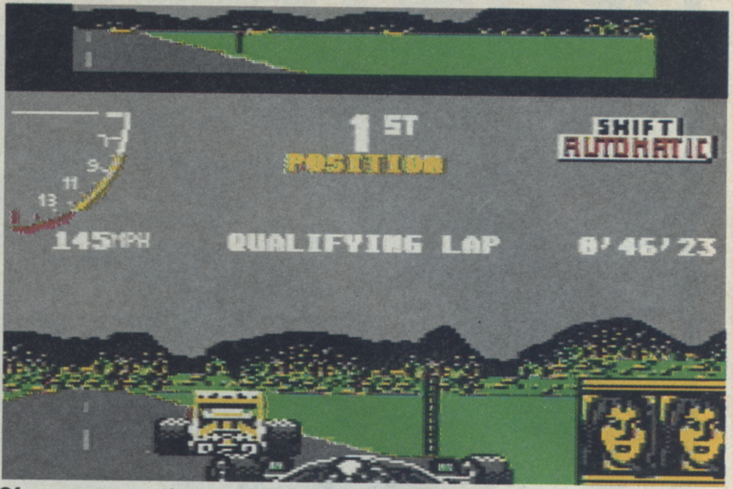


Here we are qualifying for that all important French Grand Prix and, would you believe it, the road is as wet as a two-hour old baby's nappy. Never mind, we get the green light and give it everything we've got



Of course, once the weather improves every Tom Dick and Ayrton thinks he's a world class formula one driver. These Sunday drivers won't last the distance

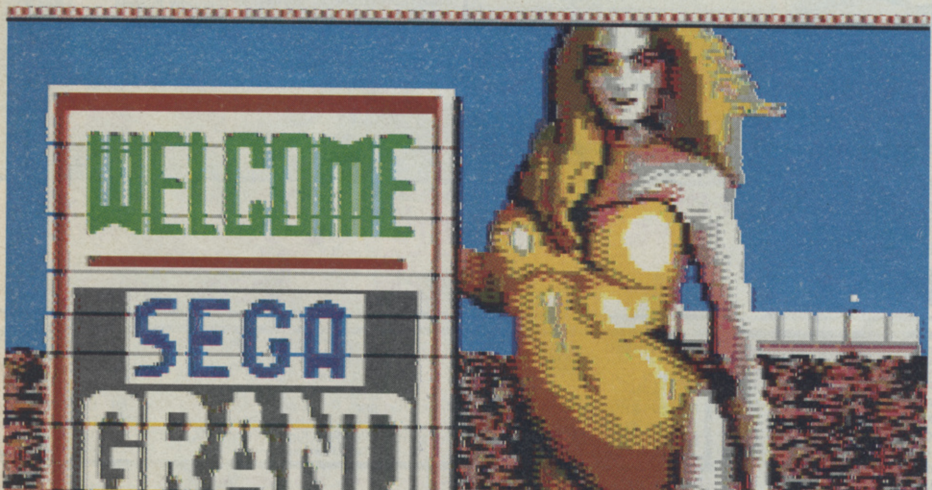
SUPER MON
GRA

Another Sega coin op classic gets the US Gold treatment. Our reviewer takes up position on the grid and aims for the chequered flag. But does it end in the pits?

There's more to formula one than polluting the atmosphere and looking cool in a balaclava. You've got to be hard, you've got to be tough and, when it comes down to it, you've really got to be able to drive. If one or all of these sounds just a touch too darn difficult or your mum won't let you out, don't despair – *Super Monaco Grand Prix* is here.

As a matter of fact the coin-op's already been around for yonks. What with it being a great big spanking machine, with mega-realistic graphics, shiny pedals, furry dice and a Sharon and Dave sun visor, it didn't need more than the one Grand Prix circuit. Because the 64 isn't quite capable of the same stonking graphics, the conversion comes with not one, not two, but four brand new tracks. Your reward, if you do well enough in France, Brazil and Spain is a chance to have a go at the Monaco track. And all the courses can be driven in the dry or the wet.

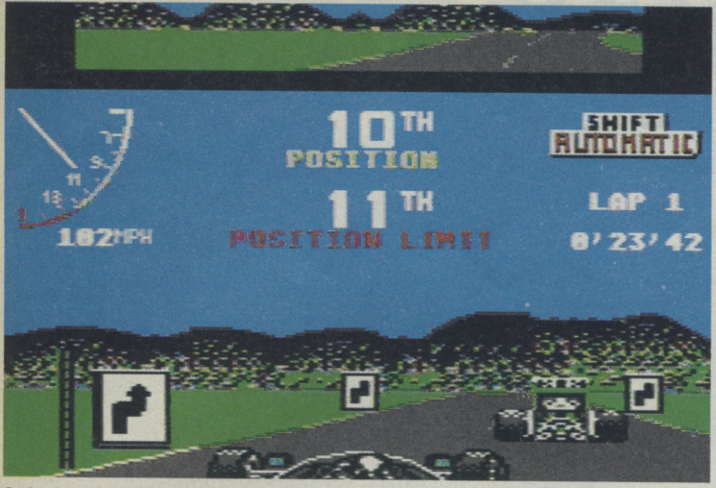
Transmission is manual or automatic by choice and there's a qualifying stage before each circuit. At this point your main task is to secure a decent starting position for the race itself – anything from pole position, right down to number 11 on the grid is possible –



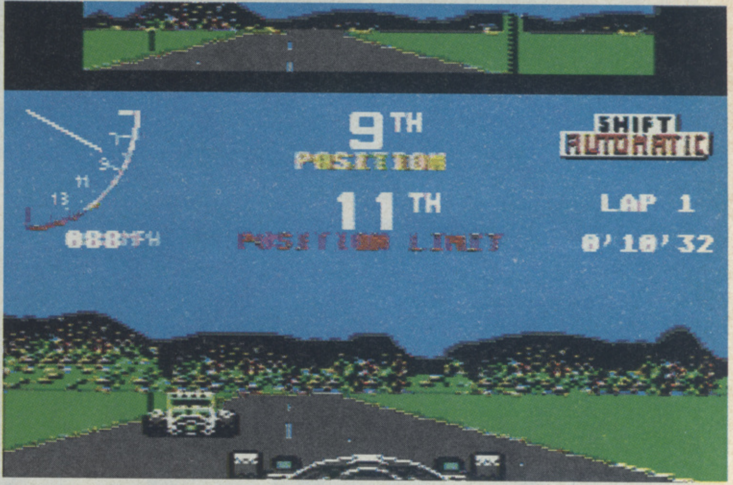
Friendly she may be but this poor girl looks like she used to work as a crash barrier at Brands Hatch. She's got a few dents that could do with knocking out, that's for sure

Prix fax

- **Grand Prix races cover a minimum distance of 186 miles and a maximum of 199 miles within a time limit of two hours.**
- **Formula 1 cars are single-seaters with up to 3000cc or boosted 1500cc engines.**
- **The petrol tank capacity of a Formula 1 car is limited to 48 gallons.**
- **Turbos were banned from World Championship Grand Prix racing in 1988.**
- **The fastest overall average speed clocked up in a Grand Prix race is 253.42km/h.**
- **The fastest qualifying lap was completed in 1 minute 05.59 seconds by Keke Rosberg at Silverstone UK.**
- **The closest finish to a Grand Prix race occurred when Ayrton Senna beat Nigel Mansell by 0.014 seconds.**
- **The man with the most Grand Prix points and the most Grand Prix victories is Ayrton Senna.**
- **Ferrari have won more Grand Prix World Championships than any other car manufacturer.**

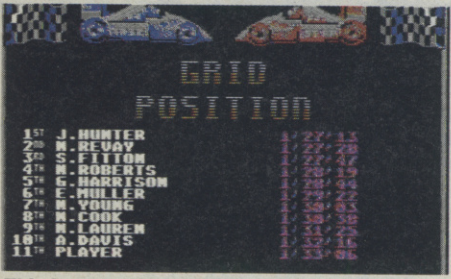


Only 23.42 seconds into the first lap and we've already reached a 102mph. Oh, if only motorway driving was always like this. Aren't we on a motorway. Oh, er... apparently we're in Brazil



Brazil eh? No problema. One of the finest features of *Super Monaco Grand Prix* is the data that appears in your view so you don't have to glance down the screen. Mind you, that rear view mirror is distracting

ACO ND PRIX



```
GRID
POSITION

1ST  J.HUNTER      1'27'13
2ND  M.REVAY       1'27'28
3RD  S.FITTON      1'27'47
4TH  M.ROBERTS     1'28'19
5TH  G.HARRISON    1'28'44
6TH  E.MULLER      1'29'22
7TH  M.YOUNG       1'30'03
8TH  M.COOK        1'30'38
9TH  M.LAUREN      1'31'25
10TH A.DAVIS       1'32'16
11TH PLAYER        1'33'06
```

This is what it all comes down to. Play the game a couple of times and you'll be cursing that tenth of a second you missed

and as there's no real opposition, you should be able to do reasonably well.

The races proper get distinctly tougher as you go. You have to finish in at least 7th place in France, 5th in Brazil and 3rd in Spain, so cruising the Monaco strip might take longer than expected: failure to make the grade in any race and it's right back to qualifying for the very first track.

Annoyingly there are no circuit maps to look at either during or before an event but you do get a rear view mirror to keep an eye on what's coming up behind. And boy, do you need it: the only way to stop the opposition from overtaking on the straight is to get in their way! For your part, you can only overtake on bends. Depending on how you look at it this either makes the gameplay pleasantly hard or blimmin' difficult. Either way, it's frustrating to have the slowest car on the grid.

If you're looking for frills, forget it. Unlike the coin-op, there's nothing in the way of gizmos to keep you entertained – just racing. The presentation is minimal, the title drone consists of a loop about two bars long, the in-game sound is negligible and the graphics are functional, if a little sparse.

However, if it's racing action you're after *Super Monaco Grand Prix* does deliver. And if you must buy it, buy it for the speed and the lastability, not because you fancy a copy of the coin-op – you'll only be disappointed, especially in the face of competition like *Turbo Out Run* or *Lotus Esprit Turbo Challenge*.

KATI

11
FUTURE
COMMODORE FORMAT

Game	**Super Monaco GP**
Publisher	**US Gold**
Cassette	**£10.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Crude background graphics
- Lack of on-screen course maps is a bit disappointing
- A bit tough to start with, and the sudden death system is annoying

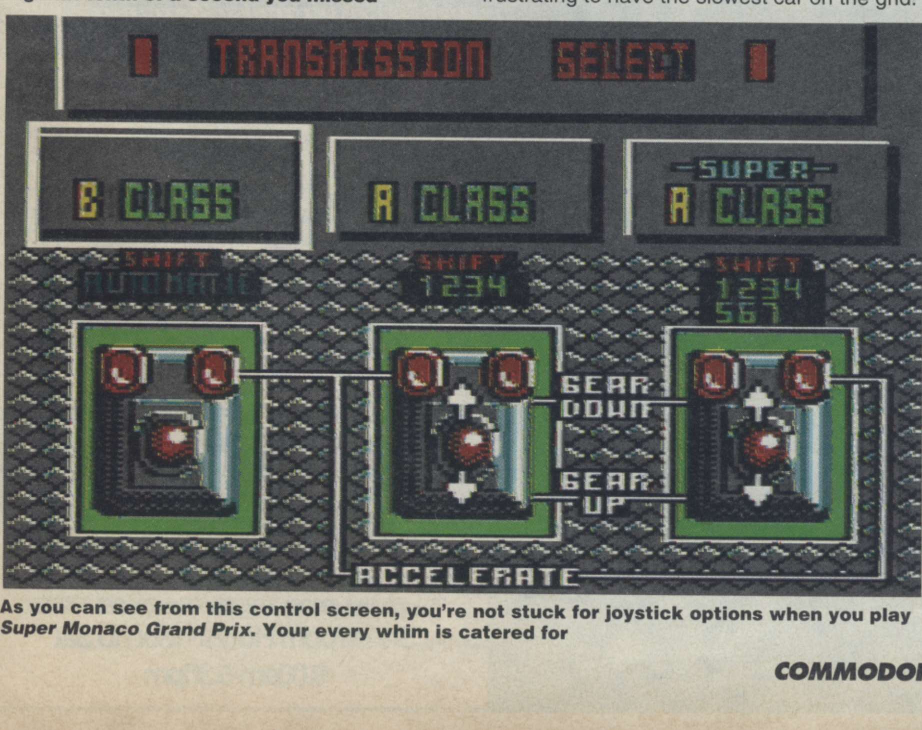
100

78%

0

- **Tough courses guarantee lastability**
- **Good choice of manual or auto gear systems**
- **Computerised opponents are hard nuts to crack**
- **Smooth road movement and 3D update provide a good sensation of speed**
- **More circuits than the original coin-op**
- **Rear-view mirror adds atmosphere to the action**
- **Great tunnel effect**

...AND THE UPPERS



As you can see from this control screen, you're not stuck for joystick options when you play *Super Monaco Grand Prix*. Your every whim is catered for

NEW

Commodore

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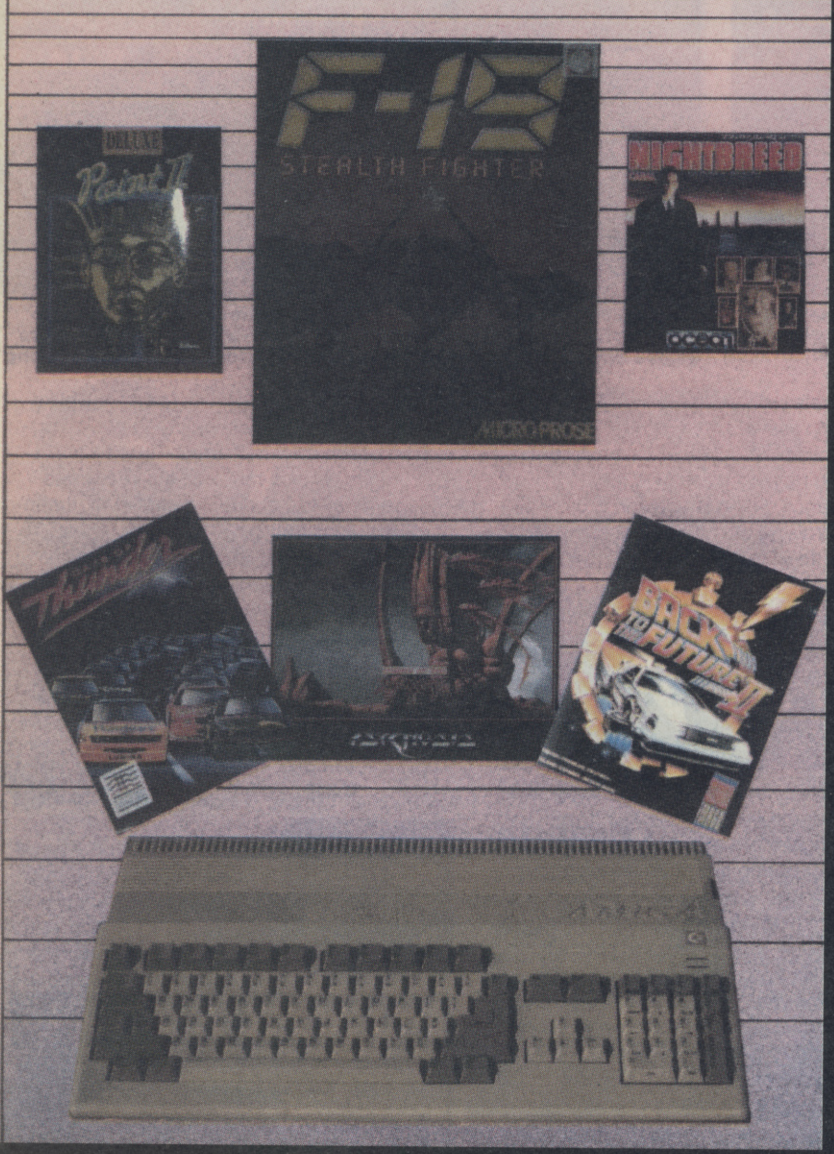

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The Mighty Brain

How did the Universe be
do TV newsreaders neve
paper planes out of thei
the end of a bulletin? Th
the kinds of questions h
minds are not equipped
answer, so they ask The
Mighty Brain, Commodo
30 Monmouth Street, Ba

WARP SPEED AHEAD

Dear Mighty Brain
How about answering my questions mate!
1) How do you erase a file from a disk if it was saved using the WARP✱25 option on the Action Replay cartridge?
2) Was there a mistake in the program sent in by Ian Goffe to help align the azimuth heads in the C2N unit?
3) Why do 87.4% (I checked) of the people who write, take the mickey? I mean, you can't help being a bloated, slimy little brain who constantly swims in stagnant liquid, can you?
4) Can you recommend any music making software for the C64?
5) Are you related to Winalot Prime?
David Lamb, Kent

1)The WARP✱25 command saves data in a strange format which is not compatible with the C64's DOS commands, therefore it's impossible to erase a single file from the C64's BASIC screen. However, since it's unwise to mix WARP files and normal 64 files on the same disk, the safest way of getting rid of a WARP✱25 file is to erase the whole disk by formatting it.
2) Erm… well… yes. The head alignment program had a teensy mistakette. Line 20 should have read: C=0: FOR L=49152 TO 49198. The dreadful Lyons creature has been severely reprimanded for his foolish error.
3) Probably because 87.4% or our readers enjoy hospital food…
4) Leaving MIDI programs aside, the two to go for are Firebird's Advanced Music System (on disk preferably) which is bundled with Datel's MIDI interface, and Electrosound 64 from Orpheus. If you can find these going cheap anywhere, buy them – they'll keep you busy for years. And by the way, if the programmer of Electrosound is out there, get in touch with us…
5) Oh, excuse me while I laugh myself into a parallel dimension.
TMB

YOU WOULDN'T LET IT LIE...

Those idiots in editorial cut me off in the prime of my reply to Scott Leach's Brain Drainer letter last month. Just in case anyone was interested, here's my answer to Scott's criticisms of our reviewing system…

I have already instructed the CF cabbages to make slight changes to their PowerPlay reviews, because I happen to agree with you, Scott. Over the next few issues you'll find CF reviews more entertaining, more informative and generally… well… better. Stay tuned.

The rating system though, will remain as it is. Ratings for graphics and sound simply aren't needed, because you see a great deal of the graphics within our many screenshots (and you'll be seeing more and more over the coming months) and you can sometimes actually hear music and sound effects on our cover tape demos – we could never do them justice if we just rated them with ink and paper. What we do attempt to do is describe them as accurately as possible.

Taking sound into account in the rating itself is a different matter. It's such a subjective thing: some people might think that the soundtrack for Delta is the best thing sliced bread, while others think it's as entertaining as sliced bread. If we think the soundtrack is outstanding (either outstandingly good or bad) we'll say so. But, let's face it, buying decisions should be made on the strength of playability. And that's what our Power Rating does: it tells you if the game is worth buying. Any title that gains over 50% is worth thinking about, because it's better than average.

If you have more than one person review a game it just becomes confusing – if one person thinks the game is good, and another thinks its bad, what do you do? Whose opinion do you trust? And if all the opinions are the same, then what's the point of having several opinions in the first place. Believe me, having multiple reviewers doesn't work.

These points you mention sound like you want us to be the same as a certain other C64/Amiga magazine. Our review system isn't designed to be different – it's designed to be better. If other readers feel strongly about this write in and tell me!
TMB

OCEAN SOFTWARE?

Dear Mighty Brain

Can you answer my three questions please?

1) My friends and I want to form a software company, but we don't know what to call it. We decided on Atlantic Software, but is there such a company already?

2) Does Roger Frames appear in his own computer game?

3) How do you program using a joystick?

Darryl Oates, Daniel Zoccamdeli, A Stephenson, James Haley
West Yorkshire

1) There's no-one called Atlantic, but there is a budget house called Atlantis and a record company with the Atlantic logo, so I'd play it safe and call yourselves Brainsoft or something interesting like that.

2) No. However, he does appear on the cover of CodeMasters' Tilt *game by kind permission of his mum and dad. Anyone wanting to write a Roger Frames budget game should contact his agent. That's me, by the way.*

3) I presume you're having trouble incorporating joystick commands into programs of your own. The C64 has two nine-pin joystick ports, which are connected to the 6526 Complex Interface Adaptor (CIA) chip. This chip has 16 registers in memory locations 56320 to 56335 ($DC00 to $DC0F). Data for port 2 appears at location 56321 ($DC01) and data for port 2 at 56320 ($DC00).

The five joystick switches relate to the five lower bits in the locations 56320 and 56321, where bit 0 is flagged for 'up', bit 1 for 'down', bit 2 for 'left', bit 3 for 'right' and bit 4 for 'fire'. Each bit is set to to 0 when a switch is pressed and a 1 when it is not. So, all you have to do is take a PEEK at the values in locations 56320 (or 56321 depending which port you're plugged into) and use the values to determine where the joystick is pointing. I'll leave the rest up to you!

TMB

THE EUROPEAN

Hail Mighty Brain!

Ca-va? I'm feeling rather European today. Here are some questions which comply to European guidelines which come into force in 1992.

1) The end of level 2 on *Rick Dangerous I* is getting up my European nostril. Avez-vous les POKEs or maps to help?

2) What is the best C64 flight sim available and how many Ecus will it cost (or English quids)?

3) Have you shot the artist who made you look like a bum in a jar in *CF5*?

4) Are *Hollywood Collection*, *Wheels Of Fire* and *Dizzy Collection* any good?

5) Have you got a POKE for Virgin's *Monty Python*?

6) What are those wires which are attached to your person? Are they European by any chance?

Please print this letter, which sets the standards for other European letters to follow.

R Mitterand, Kent

1) This won't help you get past the end of the level, but typing FLUFOMATIC on the high score table allows you to start again from the last level you reached.

2) There are plenty of flight sims available for the 64, including such notables as Microprose's Gunship *and* Project Stealth Fighter, Stealth Mission *from Sublogic and Digital Integration's* F-16 Combat Pilot. *As to the quality of each, it really depends whether you want to fly around and look at the scenery (like in* Flight Sim II *from Sublogic) or simply whizz around and shoot things (try Epyx'* Snowstrike*). It's all terribly confusing and I think it's time we did a round up of all the available flight sims, don't you?*

3) I thought I looked rather dashing! Just goes to show…

4) The Hollywood Collection *is a stonker thanks to* Batman, Indiana Jones And The Last Crusade, Robocop *and* Ghostbusters 2. *The Dizzy Collection is all right as long as you like the Dizzy arcade adventure games.* Wheels Of Fire *is the weakest of the lot, with only four titles, ranging from the very good* Turbo Out Run *to the utterly dismal* Hard Drivin'.

5) Well, if you want a little bit of help, try typing SEMPRINI on the high score table to restart the game on the last level reached. If want lots of help (and have an Action Replay cart) look in our amazing POKEs booklet!

6) Oui! Et trés chic, non? Er… non.

TMB

POWER PACKED CARTRIDGE

Dear Mighty Brain

I have a few questions to ask you about Action Replay and game carts:

1) If I had an Action Replay cart could I turn off my computer and come back the next day and play a game right away?

2) Can an Action Replay cart be used on multi-load games so that each level will have to be loaded only once?

3) Will the CF PowerPack ever be on cart so that C64 console owners can play the games as well?

4) Will there ever be budget carts, and if so how much will they cost?

Owen O'Sullivan, Eltham

1) Not really. Once you turn off your C64 that's it – game over. What you can do, though, is back up your game at the position you left it using the Action Replay cart. No matter what state the game is in, you can save the game out – onto tape or disk – and then re-load it at exactly the same point. And not only that…

2) … But you can also save out multiload games in mid-level. Say you'd got through to the second load of a game. If you saved it out at that point you'd never have to play through the first level gain. And once you'd finished that level, you could load in the next section from tape or disk as normal. And so on.

3) I'm afraid that it would cost far too much to put our cover tape games on cartridge.

4) At the moment, carts are being produced about as cheaply as they can be. Believe me, even at £25, they're a bargain. Sega and Nintendo cartridges cost much, much more!

TMB

RUPERT THE FRIDGE

Dear Mighty Brain

I'm hoping your knowledge of all things goes back years, for I pose to you all these questions in the hope that you can enlighten me.

1) Is there any chance of obtaining a game about four years old called *Icicles Work* and/or *Rupert And The Ice Castle* on the C64? I think these are the correct titles, but I don't know the publishers.

2) When will *Murder* be available on the C64?

3) When will *Escape From Colditz* be available on the C64?

4) Have you any hints, tips, cheats or maps for Epyx' *The Temple of Apshai Trilogy*, as I'm in desperate need of help.

5) Are there any plans for *Risk*, the world conquering board game, to be released on C64 soon?

6) Could you recommend some puzzle games that aren't easy to do, like *Tetris*, *Puzznic* etc?

Please do your best, as you always do, to answer my questions. One last word: I'd like to say *Kwik Snak* is utterly brilliant and so original I vote it the best budget game *ever*.

Mummy's Boy, Bognor

1) Rupert And The Ice Castle *was the sequel to Martin Walker's* Rupert And The Toymaker's Party, *released on the now-defunct Quicksilva label. It's very old and not very good so I wouldn't worry about it too much. As for* The Icicles Work *(*Icicle Works *possibly?), never heard of it. Not on this planet, anyway. They were a band once…*

2) Murder *copped for a mammoth 82% in* CF1 *and is already available, but only on disk. If you can't track it down, try giving US Gold a call on 021 356 3388.*

3) Escape from Colditz *(previewed this issue) should be in the shops any week now.*

4) I spoke to Andy 'GameBuster' Dyer, but he just stared blankly and carried on eating his fish paste sandwich (a bit before his time I think). If anyone out there has tips on this ancient game, send 'em in!

5) A C64 version of Risk *was released by Leisure Genius early in 1989. Leisure Genius are now handled by Virgin Games – give 'em a bell on 071 243 1980.*

6) We had a couple of decent puzzle games last issue, in the shape of Chip's Challenge *and* Welltris, *and Ocean's recent release* Plotting *is also very good. Decent brain-*

teasers of days gone by include Incentive's Confuzion, Soko Ban *released through Mindscape, US Gold's* Solomon's Key, *and* Bombuzal *from Image Works. They're all classics, but you might have to hunt long and hard to find them.*

TMB

64 + 4 = 0

Dear Mighty Brain

Can you please advise me if there is any way to load Plus/4 tapes into a C64 machine? I have a large number of these gathering cobwebs in a cupboard.

Also, when programming and saving on a tape, I find that any spelling mistakes I put on the screen and subsequently correct prior to saving still appear spelt incorrectly, on the screen, after running the tape. Is there any foolproof method of correcting these errors prior to saving on tape?

Alice-Anne Fuge, Dumbarton

I'm afraid there are major differences between the C64 and the Plus 4. Games and programs written for one machine simply do not work on the other. Mind you, it's possible you could pick up an extremely cheap Plus 4 by scouring computer small ads pages in magazines like New Computer Express.

The way to make sure that your program is saved correctly is to enter the new spelling or numbers and then press Return on each line which has been altered. Once you have finished the listing, make sure you save out the program with a different name to the one you used previously. That should do the trick.

TMB

THE MIGHTY EYEBALL

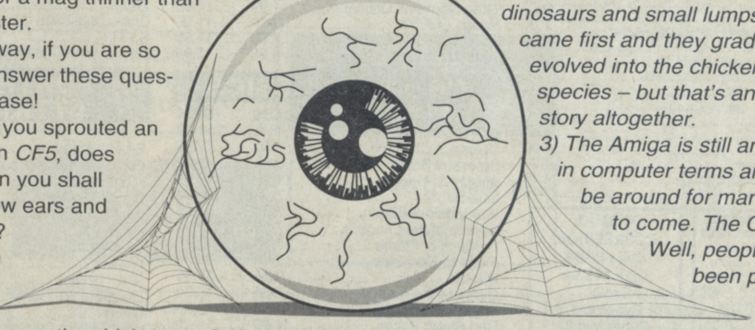
Dear Mighty Brain

After only five issues the best mag out must have zillions of readers. Nobody could possibly buy a better mag. Frankly the others are not worth the money anyway – you either get half a mag (the other half is Amiga) or a mag thinner than your poster.

Anyway, if you are so smart, answer these questions please!

1) Since you sprouted an eyeball in *CF5*, does this mean you shall soon grow ears and a mouth?
2) Which came first, the chicken or the chicken egg? (Say the egg then who laid it? Say the chicken, what did it hatch from? Gotcha now!)
3) The Amiga is in its fourth year and the C64 in its ninth. How much longer will each last?
4) What are the chances of *Bubble Bobble* or *Monty Mole* games on the cover tape?
5) Will there be *Beano* and *Dandy* computer games coming out?

Stuart Watson, Bishopbriggs



1) Depends how I feel: the eye was more of a fashion statement than a vital physical attachment. I wasn't too keen, to tell you the truth and it's now gathering dust in my wardrobe.
2) Since the desire for survival is stronger than the desire to reproduce, the philosophical consensus is that, in a strictly theoretical scenario, the chicken came first. Of course in reality it was neither: dinosaurs and small lumps of clay came first and they gradually evolved into the chicken species – but that's another story altogether.
3) The Amiga is still an infant in computer terms and will be around for many years to come. The C64? Well, people have been predicting the demise of our favourite machine for years – and it's still the biggest selling computer in Britain!
4) There's a pretty good chance that both of these titles might appear on our cover tape – but not for a long while to come yet!
5) I've not heard of any such games being announced, but if Viz is successful, we may see a flood of new comic licences. If they are to be released, you'll be the first to know.

TMB

BARGAIN BASEMENT

Dear Mighty Brain

Please could you answer these questions.

1) I have seen an advert in a Classified Section for an Action Replay Mk 2 cartridge for £10.00. Is it worth it or should I buy a reset switch? Does it have all the features of the new one?
2) I have also seen an advert for a 1551 disk drive for £30. Is it a bargain or not?
3) Are the following games any good? *P-47 Thunder Bolt, X-Out, New Zealand Story, Laser Squad* and *Turrican.*

James Calvere, Tyne & Wear

1) You'll find that the Action Replay Mk 2 (which first appeared way back in 1986) is fine for high speed disk/tape loading and as a programming tool, although it doesn't boast any of the gamebusting features of the Mk 6. Don't be surprised if it can't cope with many of the newer games; this cart is several years behind the latest game protection techniques!
2) Sounds like a bargain to me – assuming that it works all right.
3) They are, in order, average, good, very good, very good and excellent. Superlatives – don'tcha just love 'em? I do.

TMB

PIRATES – IE: PRATS

Dear Mighty Brain

I am writing to you in the hope that you can offer me some advice or direct me into a course of action which may ease my dilemma.

We bought a second hand Commodore 64 for our seven-year-old son for Christmas. The unit is less than a year old and came with a selection of games. As a supplement to this a friend who has the same system copied a selection of games onto blank tapes for me. Great stuff, or so I thought. I must at this stage confess that I know absolutely nothing about computers, but certain things have me totally baffled.

1) Some of the tapes won't load at all (both original and copied tapes).
2) Some are difficult to load, taking two or three attempts.
3) Sometimes certain parts of the graphics are scrambled.
4) Some games load OK sometimes then not at all, whilst others perform correctly all the time.

In my futile attempt to rectify this I have only succeeded in compounding the problem and totally confused myself.

Some whizz-kid explained tape head alignment to me (I wish he hadn't). I had a go at adjusting the tape head – what a bummer, tapes that didn't work now do (only some) and vice versa. I can understand this but some games still don't load while others always have.

Please help me before my brain explodes through frustration or the ravings of a seven-year-old who is beginning to realise that the one-time Superdad who could do just about anything is losing it.

Joking aside I realise that the major factor here is head alignment. Is there a definitive way to achieve optimum settings other than trial and error?

M Allen, Northumberland

First, let me start by saying that you were breaking the law by accepting those games from your friend. Making copies of commercial software to distribute to other people – whether for payment or not – is illegal and liable to prosecution and a hefty fine – at least.

Pirating software in this way is generally a Bad Thing. It reduces sales of games, reduces a company's profits and can damage investment in future titles. So don't do it!

The loading problems you have encountered are, as you said, to do with the head alignment of the tape. The best way to make sure your head is correctly aligned – on the C2N, of course – is to trot out and buy a tape head alignment kit (or check out the Inside Info section of CF5).

Once you've managed to set-up your tape head to its optimum setting, any games that still don't load are… well… dead. And if they're pirated versions it serves 'em right. Stick with original games and your problem will disappear.

TMB

Remember to say, "All your copies of COMMODORE FORMAT 8, May 1991, please," when you go to the shop

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CBM64 TOP 50 HITS

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Atomic Robokid	8.99	11.99

	CASS	DISK
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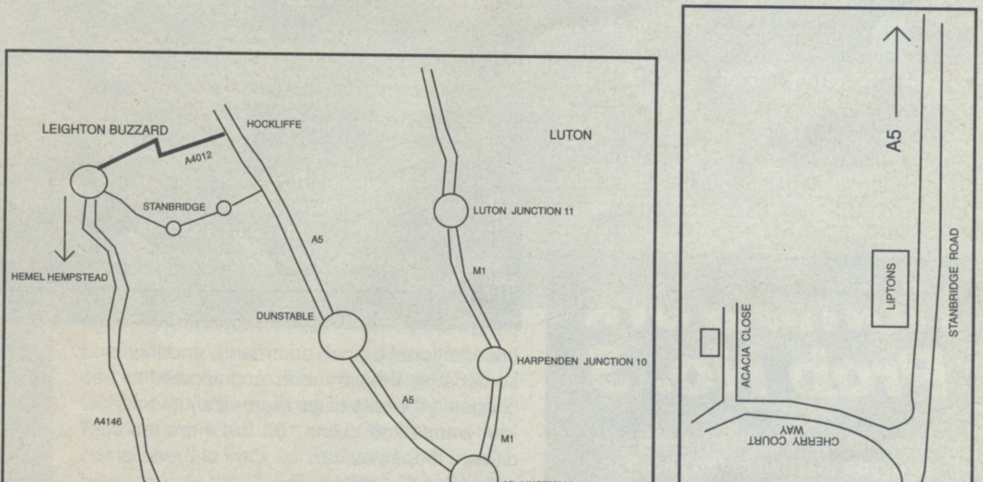


Maps showing direct routes from the motorway and A5

BACK TO BASIC

***Phil South** brings you Part 3 of our programming series for beginners. In this explosive installment, Phil's BASIC thoughts turn to loops, conditions and data. And this month's type-in program unleashes the 64's ability to sing. A one, a two, a one two three four...*

Welcome back to the world of beginners' BASIC. In this exciting episode (stop yawning at the back, I'll be asking questions later) I'll be looking at conditional and unconditional loops using GOTO and IF THEN, and the use of the FOR NEXT command. And I'll also be looking at the very useful READ and DATA commands. As usual, just tap in all the examples and change them around to see what happens. You can't break the computer, so just have a go.

GOTO LOOPS

The GOTO command is not a Japanese stringed instrument, but a GO TO command. It tells the computer to go to a certain line number, like so:

```
10 PRINT "COMMODORE FORMAT"
20 GOTO 10
```

In this case the computer is being told to print something over and over until you break the program. This is what is known as an infinite loop, as the computer will keep doing this until doomsday or until someone switches the thing off, whichever is the sooner.

Pressing the RUN/STOP key breaks you out of this loop and return the control of the computer to you. The computer is told to go back to line 10 and when it gets there it sees a command to PRINT something. Then it goes to the GOTO line and is referred back to line 10 and it prints again. And so on until all of us have grey beards. This is called an unconditional branch command, and this is so because the computer isn't allowed to choose if it wants to go there. It's just told "get yourself off to line 10". But there are conditional loops you can do. One of these is called the IF THEN loop.

Your letters

As we've crammed so much BASIC into this month's column, there's only room for one letter, and it's from Mr R Cheevers of Albrighton near Wolverhampton.

"I have just read your Back To Basics section and I thought it was great. I'm looking forward to further issues. I'd love to be able to write programs on my 64, but the language baffles me. All the books I've seen seem to dive in the deep end and expect you to know it all. Could you tell me any information which might help me understand a bit more on writing programs? Or can you recommend any books which start from the beginning."

I'm glad you're looking forward to further issues Mr Cheevers. You'd find it hard to look back on them, anyway! In answer to your question, the best way to learn BASIC is by following a monthly tutorial... good heavens you have one in your hands! Yes, following Back To Basics every month is a good start, as I'll be explaining everything very carefully as I go along. I know this is a pain, as most people want to know everything right now. But the best way to learn is to read, think and try out in that order. So have a dabble in the little listings I print, and try out some of the mini examples too. Type them in, and try to figure out what the command is doing. You can't hurt the 64 by messing about, you know.

On the question of books, there are some very good ones, although none really cover the subject from scratch. But in a while you may need some kind of a reference book to help you follow what I'm saying.

The little manual that comes with the 64 is very good, considering its apparent lack of thickness, and for a better version of that you'll need the Commodore 64 Programmers Guide also by Commodore. Also I'd recommend what we call the C64 owner's bible, namely Programming The Commodore 64 by Raeto Colin West (if it's still in print that is!) from Level Publications. And finally of course there is the brilliant Illustrating Basic by some bloke called Alcock, which I think is published by Cambridge Press.

Homework Prob No. 3

And now for this month's program for those of you that like to run ahead of the pack. Simple one this time. Write a program in which at least three loops are nested together. Also for the more adventurous, try to re-write our Musical Scale program so it uses a more efficient loop.

IF THEN LOOPS

This is a two pronged command, usually split, and it tests if certain circumstances are correct before branching to another line. In this example program:

```
10 INPUT "PLEASE TYPE A NUMBER AND
PRESS RETURN"; A
20 IF N=1 THEN 40
30 GOTO 10
40 PRINT "YOU TYPED A FIGURE 1"
50 GOTO 10
```

The computer asks you for a number, then tests to see if you entered a 1. If you did, it jumps to line 40 and prints the response. If you didn't, then it returns the normal prompt. (Note: notice the way I used the semi-colon

(;) in line 10. Punctuation is used in BASIC as a separator. The semi-colon is used in BASIC as a neutral separator. We'll talk about separators another time.

As well as equals (=) signs in the IF THEN statement, you can have any mathematical test, like less than (<), greater than (>), greater or less than (<>), less than or equal to (<=), greater than or equal to (>=), and so on. And what you compare the variable to can be either an alphanumeric (letters) or numeric (numbers) variable. For example:

```
10 IF A$="YES" THEN 200
```

or even

```
10 IF A=256 THEN 310
```

– and so forth. Notice that variables that represent numbers are just letters on their own, and variables that represent letters are followed by a dollar ($) sign. This is true for all BASIC programs.

FOR NEXT LOOPS

A more complex looping structure is the FOR NEXT loop. This increments or decrements (adds to or takes away from) a variable repeatedly, until a certain circumstance is true. Like the conditional loops, FOR NEXT loops run a certain amount of time before they stop. For example:

```
10 FOR I=0 TO 10 STEP 2
20 PRINT I
30 NEXT I
```

Line 10 tells the computer that a variable called I is to have one added to it each time the loop goes round. Line 20 prints the number in the variable I to the screen so you can see what's going on. The NEXT in line 30 tells it to go back to whatever line the loop with I as the variable started from. When the computer gets back to 10, it adds 2 to I (as instructed by the STEP command) and does it all again. When I reaches 10, the program finishes. So running the program produces 2 4 6 8 10 – down the side of the screen. (Note: You can leave the STEP command out if you want the FOR NEXT loop to increment by 1. If you put a minus number after STEP, then the value of the variable decreases.)
FOR NEXT loops are also useful timers. If you need the program to pause for a bit, to allow someone to read some text for example, get the 64 to count to 5000 or something:

```
10 FOR T=0 TO 5000: NEXT T
```

In this example, the computer is kept busy counting for a few seconds, so all other activity ceases while the loop runs.

Step by step

This is where we summarise this instalment of Back To Basic

1. The GOTO command is an unconditional branch command, and sends the computer to a specific line elsewhere in a program.

2. IF THEN loops are conditional branches, and they send the computer to a specific line if certain conditions are true.

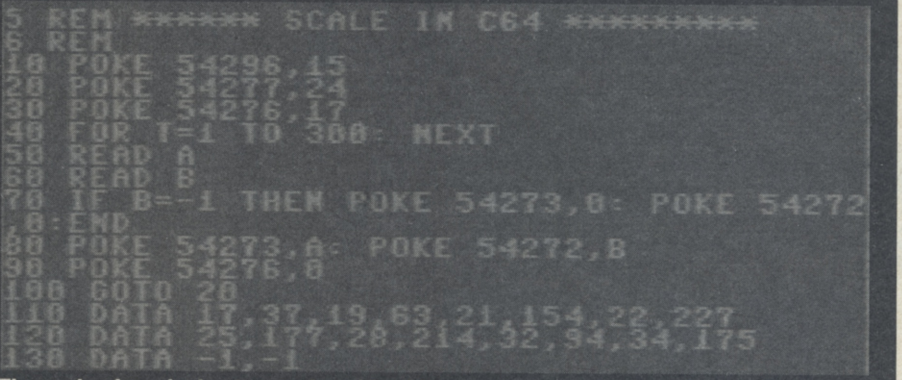
3. FOR NEXT loops go round and round until a certain number of repetitions are reached. The STEP command can be added to increase or decrease the amount incremented each time. A minus figure in the STEP command causes the instruction to decrease the numbers in the loop.

4. Finally we learned that READ statements take data from DATA statements, and that the DATA lines in a program can be anywhere and are not executed in a program.

A BASIC musical scale

Last month it was a sprite demo, this month's program listing is for sound. The synthesiser inside the C64 is one of the most powerful ever made, even by today's standards.

With it you can synthesise the most complex sounds and even tunes! This program gives you a demo of how the sounds are accessed, and plays a little scale as well.



```
5 REM ******* SCALE IN C64 *********
6 REM
10 POKE 54296,15
20 POKE 54277,24
30 POKE 54276,17
40 FOR T=1 TO 300: NEXT
50 READ A
60 READ B
70 IF B=-1 THEN POKE 54273,0: POKE 54272
,0:END
80 POKE 54273,A: POKE 54272,B
90 POKE 54276,0
100 GOTO 20
110 DATA 17,37,19,63,21,154,22,227
120 DATA 25,177,28,214,32,94,34,175
130 DATA -1,-1
```

The scale of musical notes produced by this program by no means exhausts those available to the C64's sound chip (SID). Try experimenting to get new tones

Blow by blow

THAT LISTING IN FULL...

Lines 5 and 6 are REM statements, and they are just comments to the program. They don't execute, and are just put into the listings to clarify them.

Line 10 sets the volume at the highest extent, ie. 15. Volume can be assigned any figure between 0-15.

Line 20 sets the ADSR level. ADSR stands for Attack, Decay, Sustain, and Release, and it shapes the sound of the note. Try changing the value after the comma to 190 and see how it changes the sound. I'll go into this in more detail in a future installment of Back To Basics.

Line 30 sets the basic waveform of the note. There are four different types of waveform, set by the values 17, 33, 65 and 129. Try the noise setting of 129 instead and run the program again. Once again I'll explain this more in a future issue.

Line 40 uses FOR NEXT as a delay to keep each note sounding for a short while. The computer counts up to 300 and doesn't turn off the note until it's finished.

Line 50 and 60 read the data for the notes in line 110. When 110 is finished, the READ statement looks for the next line with DATA in it, and finds 120.

Line 70 tests B to see if it equals -1. If the scale is finished then the last numbers gathered using the READ from the DATA line 130 are both -1. This means the scale is finished, so this line turns off the voice channels and ends the program.

Line 80 POKEs the note values into the synthesiser. These notes are READ from the DATA lines, two at a time. Each pair of numbers A and B equal one note.

Line 90 turns off the note by setting the waveform to 0.

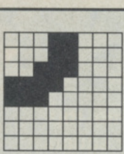
Line 100 sends the computer back to the start to play the new notes it just read in, and starts the loop again.

Lines 110-130 are the DATA statements containing all the note values for the scale, ending in a pair of -1 values to stop the scale when it gets to the end.

Control keys

Last month, I explained how to use control keys in print commands to obtain a number of effects, including generating text in different colours.

Unfortunately, there wasn't room to bring you the full list of these control keys, last month but now we can do just that. Check out *CF6* for full instructions on how to use them.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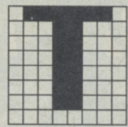
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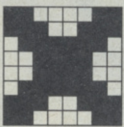
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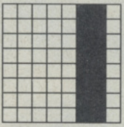
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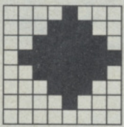
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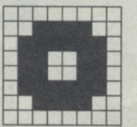
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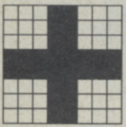
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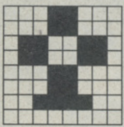
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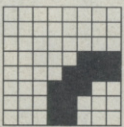
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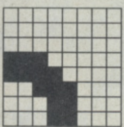
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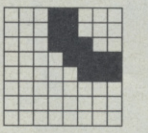
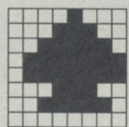
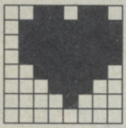
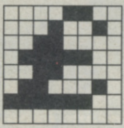
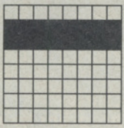
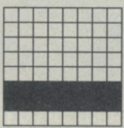

F4

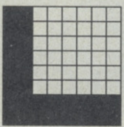

CBM & BLK

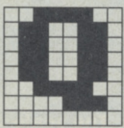

CLR

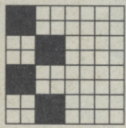

RED

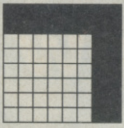

F1

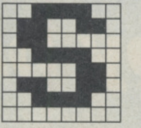

F3

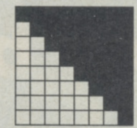

F8

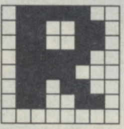

CURSOR DOWN

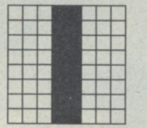

PUR

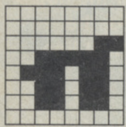

BLK

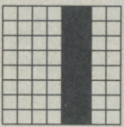

HOME

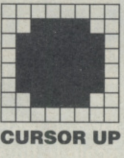

CYN

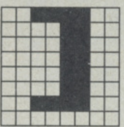

RVS ON

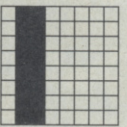

CURSOR LEFT

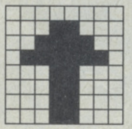

YEL

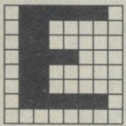

F7

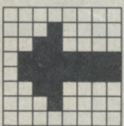

CURSOR UP

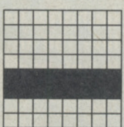

CURSOR RIGHT

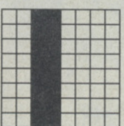

INSERT


GRN


WHT


BLU


RVS OFF


F5

Did you notice the colon (:) symbol in the last program example. It divides a program line from another so you can have two lines on the same line. (No, really!) The program lines on the same line will be executed from left to right. This is a good way of compressing your programs into one line. You can even do what we call nesting loops together, like so:

```
10 FOR N=0 TO 10
20 FOR M=1 TO 2
25 PRINT N,M
30 NEXT M
40 NEXT N
```

– where the loops are nested inside one another like Russian dolls. This example shows us two loops, one following the variable N and the other following the variable M. The print statement in the middle prints the state of play as the two loops figure themselves out. The program whizzes through the numbers and if you follow how they step through, you will be able to see how the program is working.

READ MY DATA

Lastly a quick look at the READ DATA combo. READ is used like so: READ A – where A is any old variable. The computer then looks for any DATA statement in the program, and this can be located anywhere in the listing. DATA lines are like REM, they aren't executable, so they are invisible to the program until a READ statement is run. Then the first bit of data in the DATA line is read into the variable A.

Check out this month's listing for a demo of how this works. The number of loops in your program must correspond with the amount of data in your DATA lines or you'll get an "out of data" error.

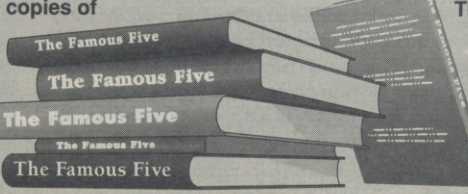
THAT'S ALL FOLKS

Okay, that's all for this month. If you have any questions or hints and tips for BASIC, why not drop me a line. **Phil South, Back To BASIC, *Commodore Format*, 30 Monmouth Street, Bath BA1 2AP.**

Win a complete set of Enid Blyton books and 10 copies of The Famous Five on a Treasure Island computer game

Good old Enigma Variations. They're responsible for converting Enid Blyton's multi-million best selling Famous Five on a Treasure Island adventure book into a computer game and, to celebrate, they've stumped up some prizes for a competition open only to *Commodore Format* readers. All you have to do to win this fabulous collection of books is answer three easy questions about Enid Blyton. Even if you don't win first prize, 10 copies of Enigma's new game are waiting to be snaffled by the lucky runners up. So...

We know that one of the Famous Five wasn't human but we can't remember which one it was. Was it? (a) Timmy the dog (b) Barbar the elephant (c) Basil the fox



Enid Blyton invented a famous character who drove around in a frog-eyed car and wore a blue floppy hat. What was his name? (a) Chorlton, from Chorlton and the Wheelies (b) Toad, from Wind in the Willows (c) Noddy

And finally, which one of the following children's series was not created by Enid Blyton? (a) Wind in the Willows (b) The Secret Seven (c) Mr Galiano's Circus

Send your answers on the back of a postcard to: "Blah blah... Treasure... Blah... Competition," *Commodore Format*, 30 Monmouth Street, Bath BA1 2BW.

Gosh, those entries better reach us by 18th April or they'll be too jolly well late and that's for certain!

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INSIDE INFO

In this month's technical treasure chest, Paul Lyons delves into the wonderful world of fractals, redefines the odd function key and clocks a nifty program from Newport. He's a busy man and no mistake

FREAKY FRACTALS

If you're into graphics you will have already heard of fractals – they're currently the hottest thing in computer graphics. Put simply, fractals are complex patterns created using very simple mathematical formulae. As the numbers get bigger (or smaller), the patterns become more and more complex resulting in incredible landscapes. Most people think you need lots of heavy-duty computing power to create fractals, but Chris Ward from Northampton has this to say on the subject.

Dear Inside Info,
I don't whether you've ever heard of fractal graphics, but I'm really interested in the subject at the moment. Well, I thought you might like to try fractals for yourself on the C64, so here is a little program I did. It can draw a fern leaf, a tree or a weird thing called a 'Sierpinski Triangle'.

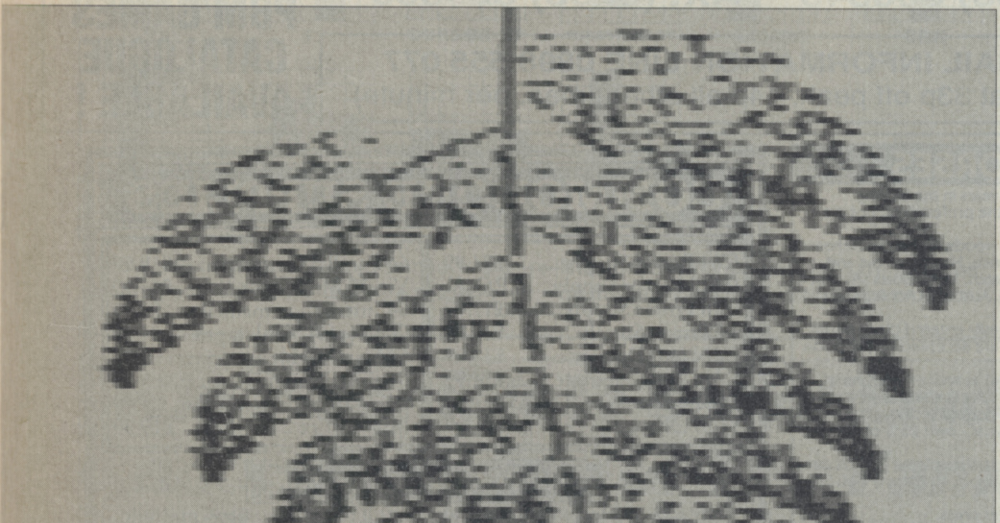
First you type in the main program, which makes the fern. Then you can change the necessary lines to make a tree or triangle. The pictures take quite a while to build up!

While the program is running press any key to stop the drawing, and press any key again to quit the program

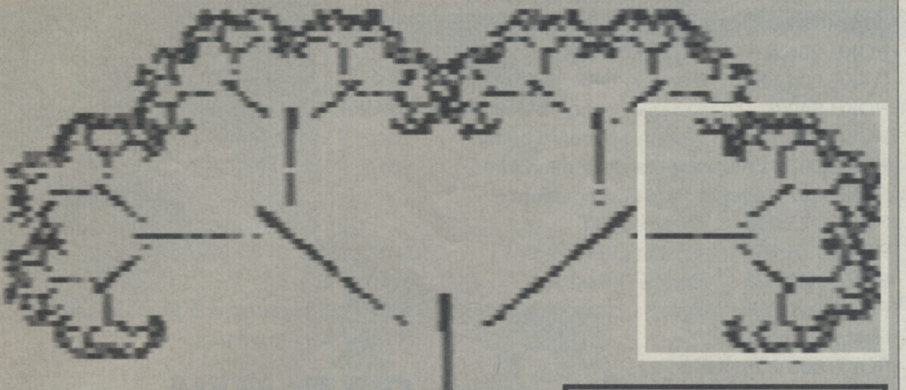
I hope this brings you some enjoyment.
Chris Ward, Northampton

FRACTAL FERN – MAIN PROGRAM

```
10 DIM A(4), B(4), C(4), D(4), E(4),
F(4), P(4)
20 DATA 4
30 DATA 0,0,0,.16,0,0,.01
40 DATA .2,-.26,.23,.22,0,1.6,.07
50 DATA -.15,.28,.26,.24,0,.44,.07
60 DATA .85,.04,-.04,.85,0,1.6,.85
70 READ M
80 PT=0
90 FOR J=1 TO M
100 READ
A(J),B(J),C(J),D(J),E(J),F(J),PK
110 PT=PT+PK
120 P(J)=PT
130 NEXT J
140 GOSUB 500
150 XSCALE=25
160 YSCALE=16
170 XOFFSET=140
180 YOFFSET=10
190 X=0
200 Y=0
220 PK=RND(1)
230 IF PK<=P(1) THEN K=1:GOTO 240
231 IF PK<=P(2) THEN K=2:GOTO 240
232 IF PK<=P(3) THEN K=3:GOTO 240
233 K=4
240 NX=A(K)*X+B(K)*Y+E(K)
250 NY=C(K)*X+D(K)*Y+F(K)
260 X=NX
270 Y=NY
280 IF N>10 THEN XX=X*XSCALE+XOFF-
SET:YY=Y*YSCALE+YOFFSET:GOSUB 600
290 GET A$:IF A$<>”” THEN GOTO 310
300 N=N+1:GOTO 220
310 GET A$: IF A$=”” THEN GOTO 310
320 POKE 53272!,20:POKE 53265!,
27:POKE 53280!,14:PRINT CHR$(147)
330 END
500 REM ** SET UP THE GRAPHICS
SCREEN **
510 POKE 53265!, PEEK(53265!) OR 32
520 POKE 53272!, PEEK(53272!) OR 8
530 BM=8192
540 FOR I=BM TO BM+7999:POKE I,0:
NEXT I
550 FOR I=1024 TO 2023:POKE I,13:
NEXT I
560 POKE 53280!,13
570 RETURN
600 REM ** PLOT A POINT ON THE
SCREEN **
610 BY=BM+320*INT(YY/8)+8*INT(XX/8)+
(YY AND 7)
620 BT=7-(XX AND 7)
630 POKE BY,PEEK(BY) OR (2<UP-
ARROW>BT)
640 RETURN
```

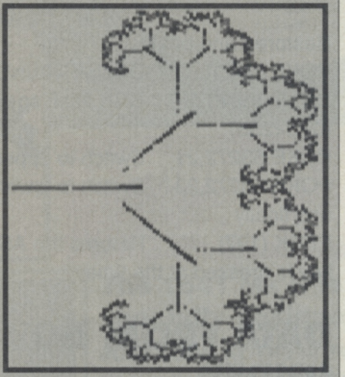


The main picture is the fern drawn by your 64. Remarkably, only one mathematical routine is required to recreate this object of nature. Now check out the tree and triangle



FRACTAL TREE – SUB PROGRAM

```
20 DATA 4
30 DATA 0,0,0,.50,0,0,.05
40 DATA .01,0,0,.10,0,.20,.15
50 DATA .42,-.42,.42,.42,0,.20,.40
60 DATA .42,.42,-.42,.42,0,.20,.40
150 XSCALE=370
160 YSCALE=265
170 XOFFSET=160
180 YOFFSET=50
280 IF N>10 THEN XX=X*XSCALE+XOFF-
SET:YY=200-(Y*YSCALE+YOFFSET):GOSUB
600
```

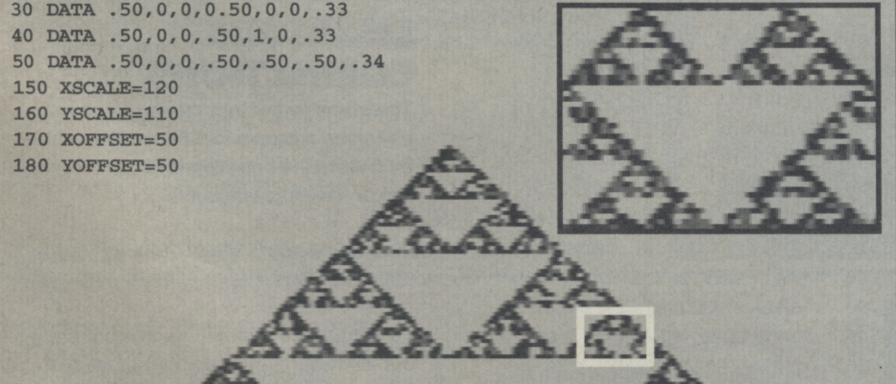


If you magnified the areas surrounded in the main diagrams, you'd find smaller versions of the whole picture repeated at each branch...

Like Chris said, to change the type of pattern drawn just change th lines as shown. If anyone out there comes up with any other fractal changes to this program, or even a better version, send them in. This excellent example wins Chris this month's prize (£20 worth of goodies of his choice from the *Commodore Format* Mail Order Aladdin's Cave) – write in and tell us what you'd like, Chris.

SIERPINSKI TRIANGLE – SUB PROGRAM

```
20 DATA 3
30 DATA .50,0,0,0.50,0,0,.33
40 DATA .50,0,0,.50,1,0,.33
50 DATA .50,0,0,.50,.50,.50,.34
150 XSCALE=120
160 YSCALE=110
170 XOFFSET=50
180 YOFFSET=50
```



...This is why fractals are so interesting. Magnify part of a fractal shape and it repeats itself – forever. Even more interesting: coastlines, snowflakes, clouds, plants – all these phenomena are examples of *real* fractal objects in nature

Bits on the side

Quick tips and short progs from a variety of people

SPEED UP BASIC

POKE 53265,PEEK(53265) AND 239

This speeds up programs by about 5% by blanking the screen to the border colour (as in loading and saving). To return the screen to normal type:

POKE 53265,PEEK(53265) OR 16

KEY REPEATS

To disable keys from repeating themselves, simply type:

POKE 650,64

To re-enable, type:

POKE 650,0

To make all keys repeat themselves, type:

POKE 650,128

To reset to normal, type:

POKE 650,0

A PROTECTED COPYRIGHT MESSAGE

Type your message after a REM statement on line 0.

Then type:

POKE 2051,255:POKE 2052,255

If you list your program you will see the line number has moved to 65535, well above the highest line number. Carry on with your program and your copyright message is well out of reach.

Richard Frost, Stoke-On-Trent

OLD NEWS FROM HOLLAND

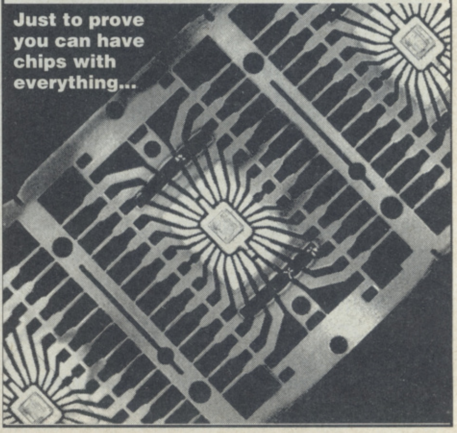
If you have typed 'NEW' to remove a program from memory then the following can be used to restore it into memory:

POKE 2050,8:SYS 42291:POKE 46,PEEK(35)-PEEK(781)+2 AND 255

Also interesting is the way to change the cursor colour. Just type:

POKE 646,<VALUE OF COLOUR – SEE THE MANUAL>

M Umar Latif, Amsterdam, Holland



Just to prove you can have chips with everything...

CLOCK ON!

Now here's an interesting task for you. Simon's routine above keeps good time by accessing the 64's internal clock. However, it's not very elegant. Can you can come up with a program that gives a large graphic digital (or even analogue!) clock display and make it keep good time using the technique above? You can? Then share it with the rest of us in Inside Info. To the usual address:

Inside Info (It's Fab!)
Commodore Format
Future Publishing
30 Monmouth Street
Bath
Avon
BA1 2BW

PORKY POKES

Lots of people have written in asking for a complete list of POKE statements to use in their own programs. First of all, there is no such thing as a complete list of POKE statements. Apart from the fact that there are thousands of different addresses that can be POKEd in the Commodore 64's memory, by putting different numbers in the same address, different effects can be achieved. Every month in these pages you can see the same POKEs cropping up (especially in graphics work), but with very different end results. So experiment!

However for those people who asked, here a few to start you off from **David Sandlant** of **Wanganui, New Zealand**. (I was going to print this bit upside-down, but that's too old a joke even for me to use...)

POKE 19,65	Turn off '?' during INPUT
POKE 19,05	Turn on '?' during INPUT
POKE 198,0	Clear keyboard buffer
POKE 204,0	Turn on 'CSR' during GET
POKE 204,255	Turn off 'CSR' during GET
POKE 649,0	Disable keyboard buffer
POKE 649,10	Normal keyboard buffer
POKE 657,128	Disable <shift/Commodore>
POKE 657,0	Enable <shift/Commodore>
POKE 775,200	Disable LIST
POKE 775,167	Enable LIST
POKE 792,193	Disable <Restore>
POKE 808,234	Disable <Run/Stop + Restore> and LIST
POKE 808,237:POKE 792,71	Enable <Run/Stop + Restore> and LIST
POKE 808,239	Disable <Run/Stop>
POKE 56341,S (0<S<255)	CSR flash speed
POKE 53272,21	Switch to upper case
POKE 53272,23	Switch to lower case
and finally	
PEEK (197)	Returns the ASCII of any key is pressed at the time

COMMODORE CLOCK

This is hardly one of the most advanced programs you will receive, but some readers might like to try it. It gives a simple clock display by using the 64's internal clock to keep time. When you have typed it in and RUN it, you will be asked the question:

ENTER TIME
(HOURSMINUTESSECONDS) ?

You can then type in the time, eg:

If the time was half-past five in the afternoon (5:30:00pm), then you would type in 173000 <RETURN> (this program uses the 24-hour clock). The seconds will then begin to count up, then so will the minutes and the hours. Voila.

```
5  PRINT CHR$(147) CHR$(155):POKE
53280,0:POKE 53281,0
6  PRINT "ENTER TIME"
7  INPUT "(HOURSMINUTESSECONDS)
";TM$
8  TI$=TM$
10 PRINT CHR$(147)
20 PRINT CHR$(145) TI$
30 GOTO 20
```

Simon Carswell, Newport, Shropshire.

DATA FROM DOWN UNDER

Dear Inside Info,
Our names are Matt and Dale. We come from a far off country called Australia which lies in the middle of some big ocean. Enough of the educational stuff! This program uses a BASIC program to POKE a machine code program into memory. Once the BASIC program has been run, the Function keys will be redefined as follows:

F1 becomes LIST <RETURN>.
F3 becomes RUN <RETURN>.
F5 becomes LOAD "
F7 becomes SAVE "

```
1000    DATA 32,159,255,173,119
1010    DATA 2,201,133,208,20
1020    DATA 162,0,189,102,192
1030    DATA 157,119,2,232,224
1040    DATA 4,208,245,169,5
1050    DATA 133,198,76,49,234
1060    DATA 201,134,208,20,162
1070    DATA 0,189,106,192,157
1080    DATA 119,2,232,224,4
1090    DATA 208,245,169,5,133
1100    DATA 198,76,49,234,201
1110    DATA 135,208,20,162,0
1120    DATA 189,110,192,157,119
1130    DATA 2,232,224,3,208
1140    DATA 245,169,3,133,198
1150    DATA 76.49..234.201.136
1160    DATA 208,249,162,0,189
1170    DATA 113,192,157,119,2
1180    DATA 232,224,3,208,245
1190    DATA 169,3,133,198,76
1200    DATA 49,234,76,105,58
1210    DATA 13,82,117,58,13
1220    DATA 76,111,34,83,97
1230    DATA 34,120,169,0,141
1240    DATA 20,3,169,192,141
1250    DATA 21,3,88,96,0
1300    FOR A=49152 TO 49281:READ
B:POKE A,B:NEXT A
2000    SYS49268
2010    NEW
```

This program uses an interrupt at address $C000-£C0081 so BASIC programs won't overrun it.

Dale Brimblecombe & Matt James, Nungurner, Australia

CLR IN STYLE

Here are two fancier ways to clear the screen rather than just using PRINT CHR$(147). To use the first one type GOSUB 60300, to use the second type GOSUB 60400. The first one works by clearing a line of the screen by poking address 781 with the screen line and then typing SYS 59903. The second works by simply positioning the cursor at the bottom of the screen and printing lots of blank lines, scrolling the picture upwards.

```
60300   FOR QI=0 TO 12
60330   POKE 781,QI:SYS 59903
60340   POKE 781,24-QI:SYS 59903
60350   FOR QH=1 TO 30:NEXT QH
60360   NEXT QI
60370   PRINT CHR$(147)
60380   RETURN

60400   POKE 211,0:POKE
214,24:SYS58732
60430   FOR QY=0 TO 24
60440   PRINT
60450   NEXT QY
60460   PRINT CHR$(147)
60470   RETURN
```

Andrew Gale, Weston-Super-Mere (again)

LISSAJOUS CORRECTIONS

The gremlins got into the most excellent Lissajous program in *CF4*'s Inside Info. Below are the corrections that will have your screen swirling with curves.

```
80 QY=100+(50(SIN(Y*(6.28/360))))
100 Y=Y+ZY:IF Y>360 THEN Y-Y-360
```

To get a circle you will need to put the waves out of phase by making Y=90, not 180.

NEXT MONTH

In addition to all the usual tips, POKES, progs and the like, Inside Info brings you the winning entries in the Christmas Password Coding Comp. Exciting stuff, eh.

Until then, G'day Cobbers and keep on coding. (Sorry, I couldn't resist the Australian joke after all...)

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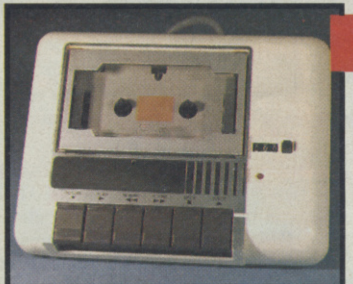

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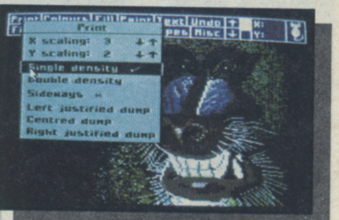

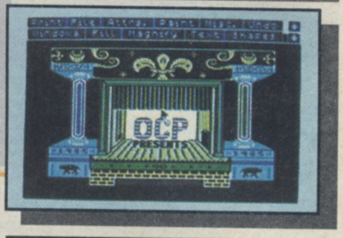

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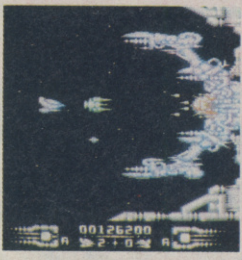
VISA

THE CF COMPENDIUM OF MEAN …ALIENS

What would you do if a 100-foot slug with flashing lights on its tendrils and a siren on its back landed in your front garden?
Would you calmly analyse the situation, ask it in for a cup of tea and discuss its similarities to other garden invertebrates?
Or would you panic, shriek and go inside to change your trousers?
Gordon Houghton is here with some sound advice

Some games try to bring imagination to what life might be like between planets in the future: *Elite* featured a galaxy full of interactive species, and *Captain Blood* created a comprehensive alien communication system. These aren't what we're interested in here: so put on your seat belt, pull down the hatch, and let rip with some scorching laser death (writer is led away gibbering inanely)!

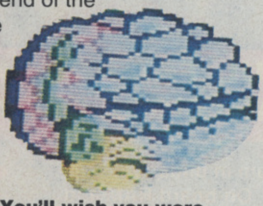
ALIEN


The standard issue *Armalyte* fright

Armalyte is packed so full of mother aliens that you think you've drunk the wrong bottle from Alice in Wonderland. Kept alive by pipes and tubes connected to the biosynthetic landscape, this creature at the end of level one takes so many shots to kill that it's not funny. Its movement is simple enough: it wrenches free from its housing, fires two sideways lasers, spews a central laser bolt, gyrates a bit, vomits a massive bullet, then starts all over again. Evil is what it is. Evil.

Location: *Armalyte*
SLIME FACTOR: ●●●

ASOPHY


You'll wish you were home in *Alien Syndrome*

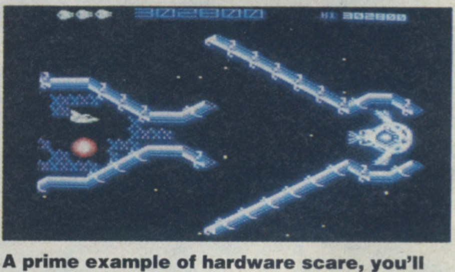
Urgh. If this alien was your brother it could easily embarrass you at parties. It lurks in a smelly room at the end of the first of seven space ships, and is a mutant combination of spare human bits in different gaudy colours. Here's the good news: it's vulnerable when opening its mouth to chuck death at you: shoot it and it changes colour until its arm/head attachment flies off to aggravate somebody else. This leaves behind a voracious mouth which likes nothing better than sudden darting motions and taking bites out of your skull. Kill it with mucho laser beams and don't bother to clean up afterwards.

Location: *Alien Syndrome*
SLIME FACTOR ●●●

BIO-SHIP

The planet Nemesis is a peaceful place but is constantly having its milk bottles smashed by the Bacterions. You've been given a hyper fighter armed with bags of weapons and sent on a mission to slap their wrists. They told you about the Easter Island heads, the skulls and the active volcanoes, but no one mentioned this bio-ship. It's several screens long, packed with a lattice-work of deadly alien goo and guarded by a multitude of spinning homing amoeboids. Clear that lot and there's a massive mother amoeba to defeat. Just goes to show what a great sense of humour they've got on Nemesis.

Location: *Nemesis*
SLIME FACTOR: ●●●


A prime example of hardware scare, you'll come across this if you're playing *Nemesis*

THE BRAIN

You'd expect something more original than this beyond infinity in the evil galaxy dominated by the Salamander, wouldn't you? Well, tough. This poo-coloured brain comes complete with snakey tentacle and revolving eye and, if that's not enough, it follows you around the screen trying to prod you and giving you evil looks. And if that's still not enough, you can't

Ratings

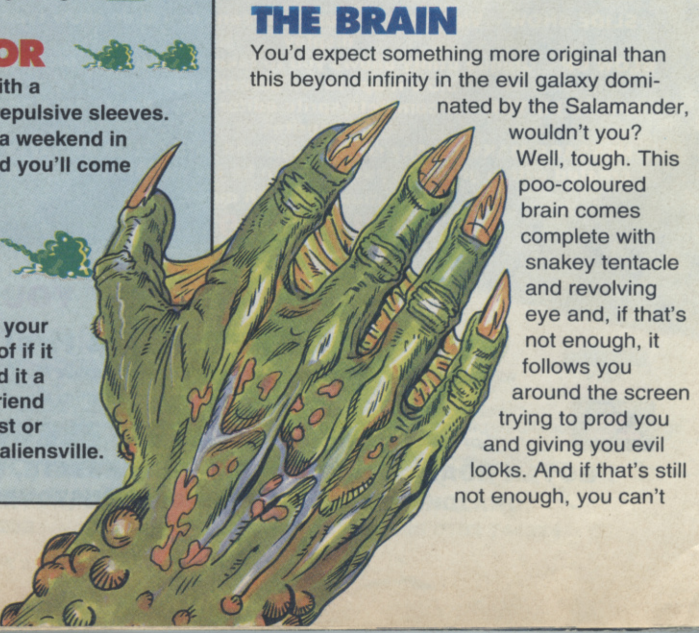
Is this alien the kind that you should run away from uttering, "Wibble, wibble..." or should you pat it on the head and say, "Nice doggie"? Be prepared by following our guide.

SLIME FACTOR ●●●●
Oh dear. If you have legs, run away. If you haven't, suggest negotiations and offer your head as a bargaining chip. Don't try and kill it: it'll only get angry.

SLIME FACTOR ●●●
Do you value your limbs? If so, don't tackle this tasty teaser. Stand up and fight and you're likely to come back with grey hair, no arms and a few teeth missing – but you will have won! (Probably.)

SLIME FACTOR ●●
Mostly harmless, but with a few nasty tricks up its repulsive sleeves. The alien equivalent of a weekend in Skegness: stick at it and you'll come out alive.

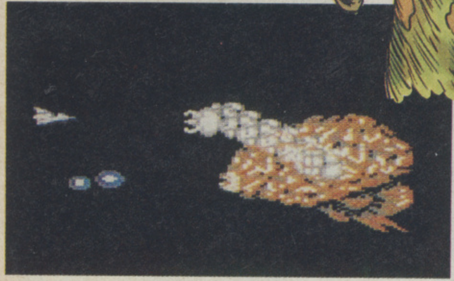
SLIME FACTOR ●
The kind of xenomorph your mother would approve of if it was your girlfriend: feed it a meatball and it's your friend for life. A disdainful blast or two will send it back to aliensville.



escape its company until you kill it. What a life! Multiple weapons and ripple lasers are tops in the `getting rid of an unwanted friend' department, and will do the job in under 20 seconds. Hint: shoot it in the eye! Shoot it in the eye!

Location: *Salamander*

SLIME FACTOR:



For a complete gross out take a gander at the beast in *Salamander*

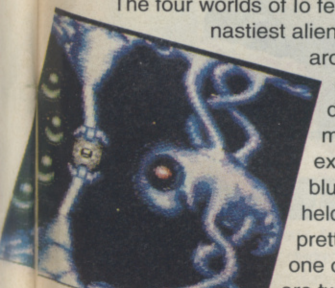
DUST DRAGON

Dust Dragons? Don't talk to me about Dust Dragons. That Emperor Bios is a right one, inflicting a demi-god like this on an unsuspecting shoot 'em up public. Almost filling the height of the screen, this overgrown lizard's weak spot is its heart. Meantime it waves its head about like something that waves its head about a lot and chucks soldiers and long belts of fire at you. Warning: inaccurate hits only make it more annoyed.

Location: *Forgotten Worlds*

SLIME FACTOR:

GIANT FOETUS

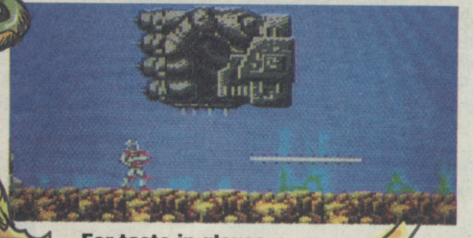


Yuk! *lope* this isn't catching

The four worlds of Io feature some of the nastiest aliens and landscapes around... and the least effective weapons to deal with them. The mother aliens are no exception, and this big blue baby-like beast held in place by some pretty yucky tendrils is one of the worst. There are two parts: first, some spinning balls of death that spin and shoot; second, the creature itself. It's simply a question of dodging, blasting holes and giving it a laser sandwich in the face. Easy, n'est-ce pas? Non.

Location: *Io*

SLIME FACTOR:



For taste in gloves you've got to hand it to *Turrican*

HAMMER FIST

Mr Turrican has a tough old time of it, doesn't he? This fist fiend is his first real encounter with a hard alien and a doddle it is not. It appears at the start of level 1-2, wanders about the screen and hammers so hard on the ground that the screen shakes. Mr T is not a warrior who enters such contests unprepared: his shield prevents him turning into a puddle of Turrican soup, and his lightning weapon allows him to reduce the Fist to component molecules.

Location: *Turrican*

SLIME FACTOR

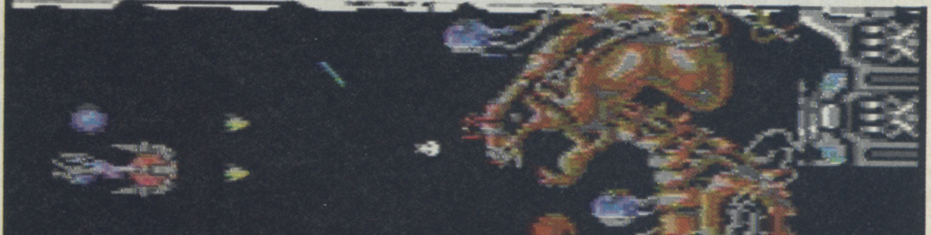
HEART

Question: don't you find it odd that the Bydo Empire should just happen to have an alien shaped exactly like a giant human heart? Not only that, but this porking pound of flesh is actually stuffed full of big snake, which shoots around the screen like a rat out of an aqueduct. Arcadesters the world over know the best way to kill it: plonk the Force (that's the detachable drone) on the heart's flashing knob and hide in the bottom left corner of the screen. Wait a few moments and you're laughing.

Location: *R-Type*

SLIME FACTOR:

Still rating as prime slime, *R-Type* remains many a xenophobe's favourite. Take this baby home to momma – if you dare



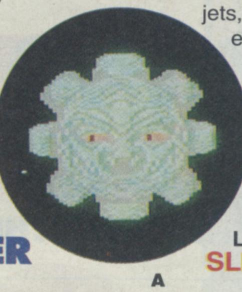
MEAN ...NEXT MONTH
Be safe on the streets – check out our favourite space ships

MUKOR

Mukor is the epitome of everything xenomorphic: greasy, spotty, slimy, multi-tentacled and big. Surrounded by asteroid fields and a defence force of space ships, satellites and jets, it's hard enough to even get near him; but once you do, the way to his demise is simple. First, pick off those tentacles one by one; second, get a bottle of Clearasil and give those bubos a good dousing.

Location: *Blasteroids*

SLIME FACTOR:



A mega ugly mug from *Blasteroids*

PINCERS

Trapped in a small room with this silvery mixture of giant beetle and metal, Mr Turrican doesn't try and play charades with it – those clicking pincers and that beady black eye convince him that it's time for a lightning weapon special. However, he soon discovers that this subterranean burrower is no pushover, and faces two choices: die, or turn into a gyroscope and lose a massive amount of energy. Opting for the second choice, he rolls past the beastie, turns round, and fries it. You're advised to do the same.

Location: *Turrican*

SLIME FACTOR:

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1

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SEE OUR AMAZING SUBSCRIPTION OFFER OF FREE SOFTWARE ON PAGE 87

TURRICAN 2 Rainbow Arts

8

One of the most technically advanced C64 games of all time. Stunning visuals spread over massive game areas, with mammoth guardians and stunning weaponry!

Description	Price	Order No
Turrican 2	**£7.99**	**CM143**
Turrican 2	**£10.99**	**CM144**

CHIP'S CHALLENGE

9

US Gold
Nerdy Chip MacCallahan fancies Melinda something rotten, but must complete a challenge first. This amazingly addictive puzzle game is a real Corker!

Description	Price	Order No
Chip's Chall Cass	**£8.99**	**CM149**
Chip's Chall Disk	**£11.99**	**CM150**

CREATURES Thalamus

10

A stunning scrolling platform game! Guide Clyde Radcliff through Fuzzy-Wuzzy land to try and rescue his chums. make it through to the torture screens for some brilliant black humour!

Description	Price	Order No
Creatures Cass	**£7.99**	**CM147**
Creatures Disk	**£10.99**	**CM148**

WELLTRIS Infogrammes

11

Tetris hits the third dimension in this captivating puzzle game. Steer the blocks around the well to fill the square at the bottom. This one should keep you puzzling away for ages!

Description	Price	Order No
Welltris Cass	**£89.9**	**CM151**
Welltris Disk	**£11.99**	**CM152**

SUPERCARS Gremlin

5

Superb racing game with a good dose of strategy thrown in. Direct your car round a eight-way scrolling course, make it to the finish line first and win some dosh. No messin' – It's A Corker!

Description	Price	Order No
Total Recall Cass	**£8.99**	**CM145**
Total Recall Disk	**£11.99**	**CM146**

SPIDERMAN Ent International

6

Star of *CF3*'s PowerPack tape demo. See the web-slinger in all his glory in this game taken from the superb comic. Amazing animation to please the eyes and devious puzzles to test the brain!

Description	Price	Order No
Spiderman Cass	**£7.99**	**CM125**
Spiderman Disk	**£10.99**	**CM126**

RICK DANGEROUS 2

7

Microprose

It's A Corker! Without a doubt the best platform puzzler ever! Amazing animation, gorgeous graphics and devilish gameplay. A sure fire winner with all 64 owners!

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Rick Dangerous 2	**£7.99**	**CM141**
Rick Dangerous 2	**£10.99**	**CM142**

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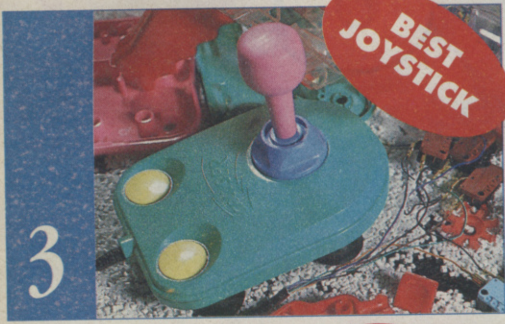

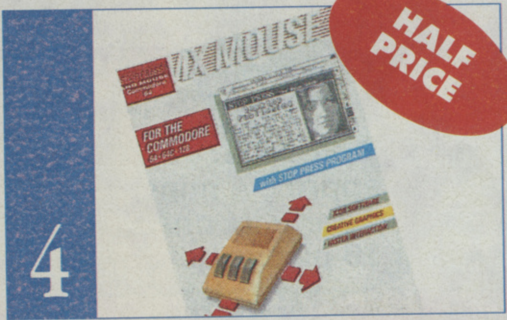

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It's a Corker!
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FUN SCHOOL 3 Database

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F.S.5-7 Cass	**£9.99**	**CM137**
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BUNDLES OF

Andy Dyer checks out the release of three new compilations from Virgin, System 3 and US Gold and takes a hard look at what's on offer this Easter

FISTS OF FURY – EDITION 2

BUNDLE OF 4

Virgin
Disk £14.99
Cassette £14.99

Double Dragon II Why is it that programmers so often include loads of combat moves when only one of them is needed to complete the game? I nearly finished this by simply pushing the joystick up and firing repeatedly. Not exactly a stimulating experience. The sprites in this game are blocky and poorly animated, the backdrops are colourful but boring, and the gameplay absent. It's a slight improvement over *DD I*, making this just very bad, rather than atrocious.

Shinobi You are Joe Mushashi, and using your Ninja skills you must defeat The Ring Of Five, a terrorist network controlled by five powerful Ninjas. As far as game play and graphics go, turn to our review of *Shadow Dancer*, strip out the dog, and reduce everything else by about a fifth and you've got *Shinobi*. It's an entertaining horizontally scrolling oriental shoot 'em up in the same vein so adding this to your collection will do nothing but enhance your street credibility.

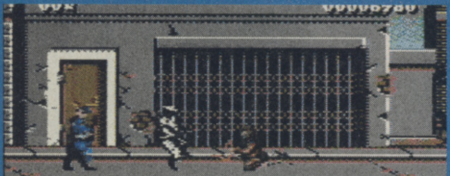
Dynamite Dux EEEEK! Lucy the duck has been kidnapped by the evil Achacha (bless you). Her friends Bin and Pin are well put out by this and set out to save her. Hurrah! You control either Bin or Pin. You lead your cartoony duck through the streets of a cartoony town and beat up various opponents ranging from dog heads, to crocodiles and wolves, and finally Achacha himself. You can pick up extra weaponry on your way which should help defeat the end of level guardians.

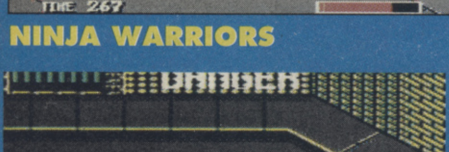
Colourful and well animated graphics complement the game play as it rolls along at a fairly manageable and enjoyable pace. Not bad at all.

The Ninja Warriors *Ninja Warriors* is a barely average horizontally scrolling kick 'em up. Wave after tedious wave of enemy sprites attack as you stroll along seemingly endless levels. The graphics are quite nice but this doesn't make playing it any less of a chore. Good grief we've found a bad Ninja game.

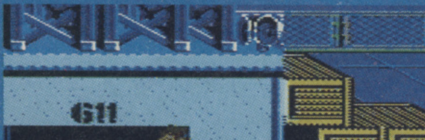
A bit of a motley crew here. *Shinobi* is the real highlight, followed closely by *Dynamite Dux*. But that doesn't really justify forking out the money on what is basically a hotch-potch of games that have already had their day. Give it careful thought before you commit yourself.

POWER RATING 55%


NINJA WARRIORS


DYNAMITE DUX

FISTS OF FURY – EDITION 2
VIRGIN
DISK £14.99
CASSETTE £14.99


DOUBLE DRAGON

THE SYSTEM 3 PREMIER COLLECTION

BUNDLE OF 6

System 3
Disk £19.99
Cassette £15.99

Last Ninja & Last Ninja 2
Unbelievable. The first two games in this series of three, both on one compilation. Use your range of intricate combat moves, progress through an isometric 3D environment solving puzzles and beating people up. In *Last Ninja*, the other members of your brotherhood have been slaughtered by the evil Shogun Kunitoki. You travel to his island to wreak your revenge on the shogun and his followers.

In the second instalment, Kunitoki has transported himself to modern day Manhattan and established a new and evil empire. Fearing his power, the gods send the Last Ninja in hot pursuit and the battle starts all over again.

The graphics in both games are excelent. The sequel looks more complex with its busier screens. The same applies to the gameplay. All in all, great stuff.

Myth Leap platforms, collect weapons, fight skeletons, demons, soldiers, Medusa – it's all here. Each level consists of a series of simple puzzles to solve. Kill skeleton, collect sword; kill demon, get trident – that sort of thing. The sprites are excellently animated and the presentation is of a very high standard. A wonderful game in it's own right and as a component of a compilation it really shouldn't be mythed (groan).

International Karate
IK is the classic one- or two-player beat 'em up. No scrolling, no mythological baddies, just straightforward one-on-one combat. The graphics are crisp and functional and the gameplay is accurate, with a large range of moves and smart animation. It's dead good and improves an already brilliant compilation.

Dominator: Did you hear the one about the vile and hideous monster that evolved over the centuries in space? It went around destroying various galaxies with its devastating power. Not a particularly funny joke but it follows the plot of *Dominator* exactly. As the pilot of a single space craft it is your job to rid the galaxy of this menace, thus saving Earth. There are four levels of deep space delights and while this game won't exactly blow your

JOY

socks off, it is competently programmed and fairly attractive visually.

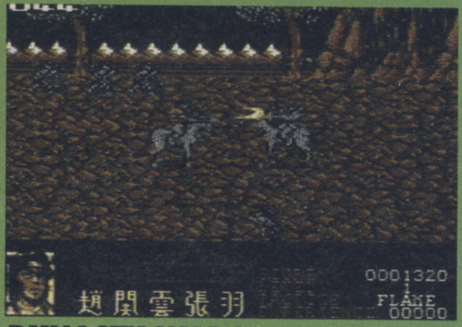
Flimbo's Quest: *Flimbo's Vest*, the story of a man in search of warm undergarments (*Er Andy, that's Quest – Ed*). You are Flimbo, a cute little lad with a spiffy baseball cap. All you have to do is jump around the platforms of this gorgeous looking horizontally scrolling world, collect scrolls and deliver them to the friendly wizard. Collect enough and it's on to the next level. There are various beasts and animals which you need to shoot in order to progress. *Flimbo's Quest* isn't going to win any awards for depth but it remains a rather jolly little heartwarmer for the laid-back gamester.

This is excellent. The worst game here is *Dominator* and even that is by no means bad. It really is huge value for money, and you know what we say when software is this good, don't you? Oh come on, it begins with C and ends in ORKER. Well done... It's A Corker!

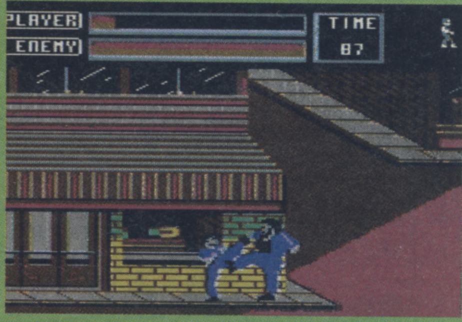
POWER RATING 94%

COIN OP HITS II

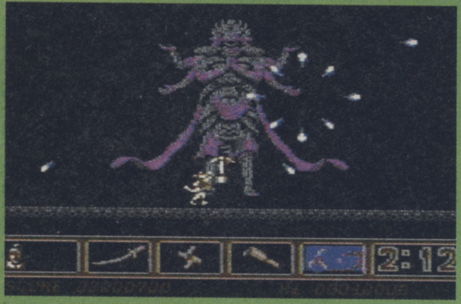
US Gold
Disk £19.99 Cassette £15.99



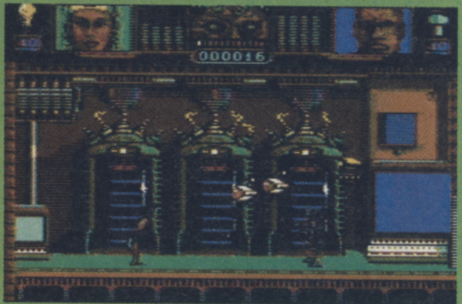
DYNASTY WARS



VIGILANTE



NINJA SPIRIT



HAMMERFIST

COIN OP HITS II

BUNDLE OF 5

US Gold
Disk £19.99
Cassette £15.99

Ghouls and Ghosts The classic Capcom sequel to *Ghosts and Goblins* gets faithfully reproduced on the C64. The soundtrack is gorgeous and the graphics are very ghoulish. Guide your knight past a host of hazards including whirlwinds, demons, guillotines and deadly orchids. The gameplay is pretty much the same as the arcade, except a touch more difficult. A frightfully good game for anyone's collection and that's for sure.

Vigilante We reviewed this in our budget pages last month so if you really must buy it then get the budget jobby. I wouldn't buy it anyway 'cos it's a pile of old tosh. Yet another beat 'em up in which you have to save some whining woman . Graphics, sprites and animation are all dreadful and the game play is an absolute nightmare. For Gawd's sake don't buy this compilation on the strength of *Vigilante*.

Dynasty Wars An odd little game this. You take control of one of four warriors who must progress on horseback through legions of other horsemen and infantrymen before the final showdown with the evil warlord Thung Choc (second cousin to Walnut Whip). The graphics are unusual and quite well done but the screen can get a bit confusing at times. It's also incredibly difficult, but with the autofire switched on it can be a galloping hoot.

Ninja Spirit Here, you take control of Tsukikage, a tiny Ninja sprite who plans to kill an evil warlock – once he's fought his way through hordes of enemy Ninja, musketeers, wolves and Samurai.

Flip between four weapons for use in a variety of perilous situations, pick up extra arms and collect a spirit Ninja who helps ward off attacks. Graphics are small but well detailed, the soundtrack great and the gameplay fast. Sadly, the end-of-level baddies are too difficult to defeat, marring an otherwise excellent game.

Hammerfist In *Hammerfist* you can switch the main character between the male Hammerfist who has a fist like a hammer, and his female alter ego, Metalsis, who can perform spectacular backflips. Guide this hero(ine) through a series of locations solving puzzles and duffing up enemies. It takes some time to figure out what exactly is going on, but once you have, there's a feast of entertainment to be had.

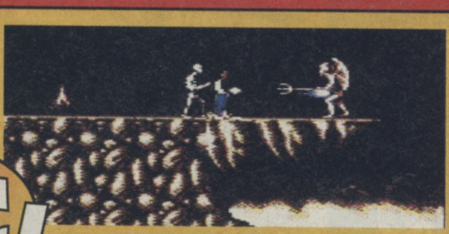
The middle man of this month's selection. Apart from *Vigilante*, which is dreadful, the games range from pretty good to excellent. Think carefully about buying it, but if you do splash out, chances are you won't be too disappointed.

POWER RATING 76%

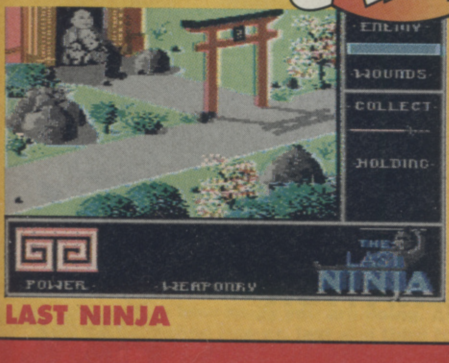
THE SYSTEM 3 PREMIER COLLECTION

SYSTEM 3
DISK £19.99
CASSETTE £15.99

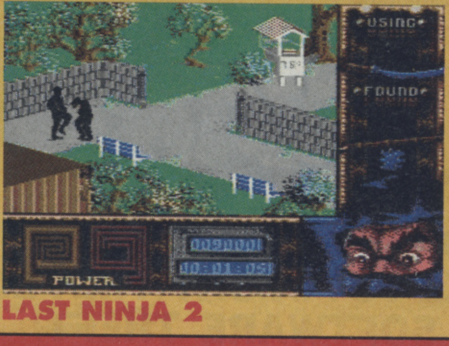
It's a Corker!



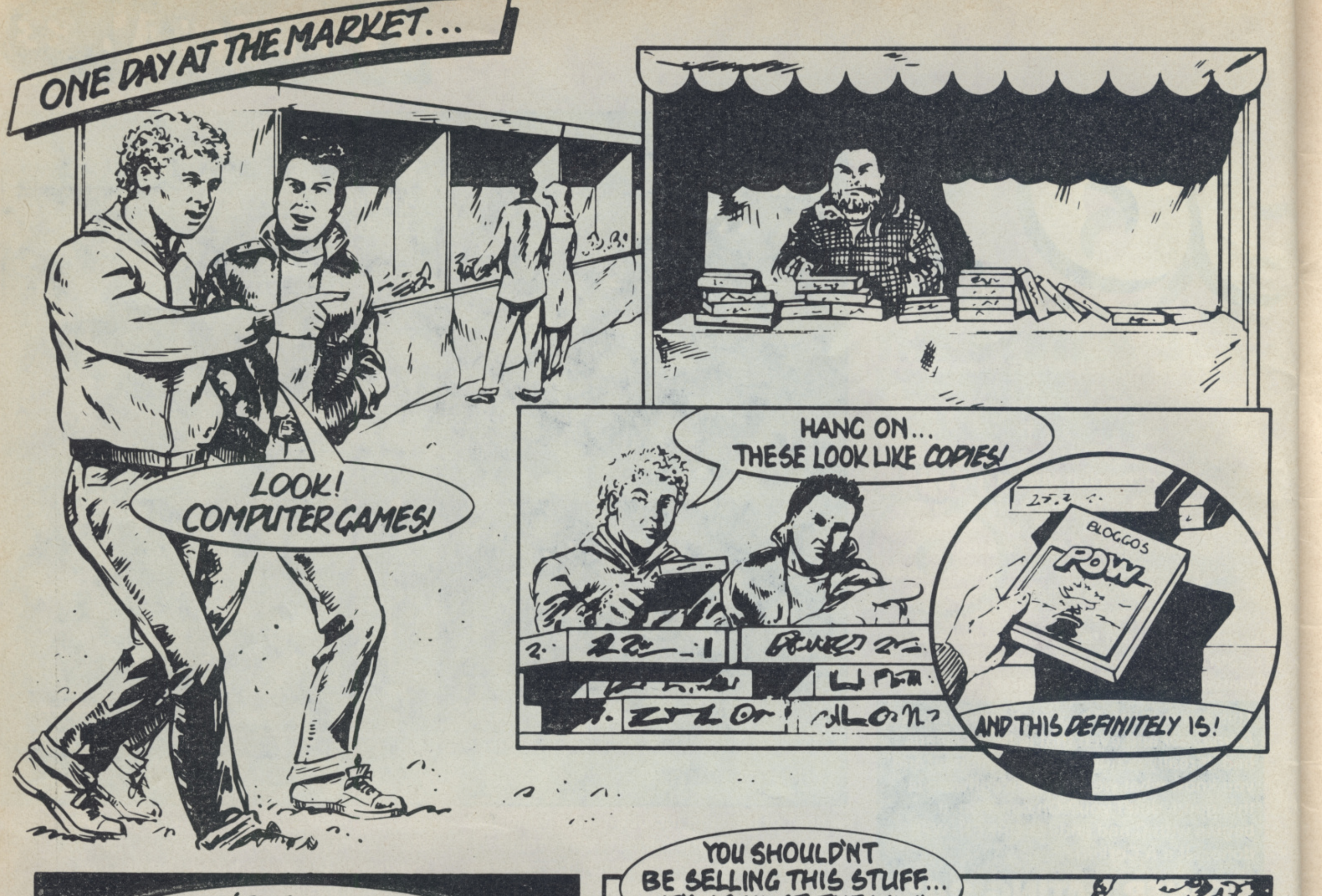
MYTH



LAST NINJA



LAST NINJA 2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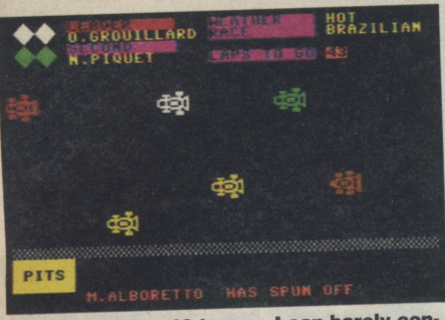
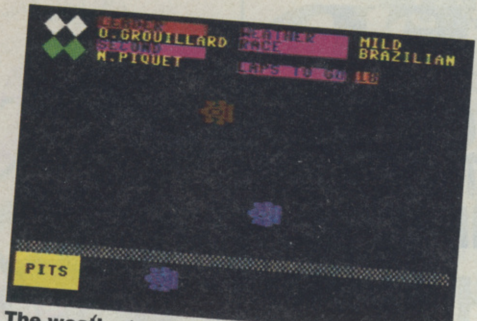


```
LEADER              WEATHER         HOT
O.GROUILLARD        RACE            BRAZILIAN
SECOND
N.PIQUET            LAPS TO GO 43

PITS    M.ALBORETTO  HAS SPUN OFF
```

Five laps down, 43 to go... I can barely contain myself. I'm driving the blue car that's typically nowhere to be seen



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LEADER              WEATHER         MILD
O.GROUILLARD        RACE            BRAZILIAN
SECOND
N.PIQUET            LAPS TO GO 18

PITS
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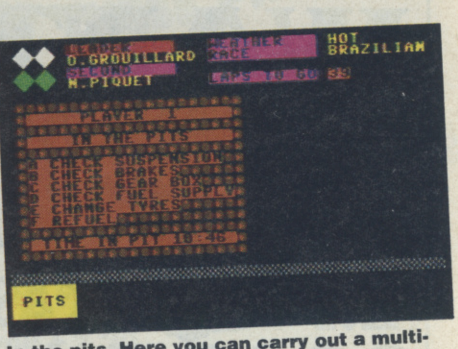
The weather's taken a slight turn for the worse. So being a bit of a perfectionist it's off to the pits for a quick tyre change



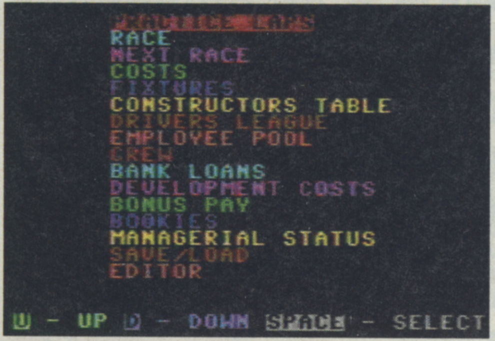
```
LEADER              WEATHER         HOT
O.GROUILLARD        RACE            BRAZILIAN
SECOND
N.PIQUET            LAPS TO GO 39

       PLAYER 1
     IN THE PITS
A CHECK SUSPENSION
B CHECK BRAKES
C CHECK GEAR BOX
D CHECK FUEL SUPPLY
E CHANGE TYRES
F REFUEL
  TIME IN PIT 10:46

PITS
```

In the pits. Here you can carry out a multitude of minor repairs and adjustments. Then you can re-enter the race and lose anyway

GRAND PRIX



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PRACTICE LAPS
RACE
NEXT RACE
COSTS
FIXTURES
CONSTRUCTORS TABLE
DRIVERS LEAGUE
EMPLOYEE POOL
CREW
BANK LOANS
DEVELOPMENT COSTS
BONUS PAY
BOOKIES
MANAGERIAL STATUS
SAVE/LOAD
EDITOR

U - UP D - DOWN SPACE - SELECT
```

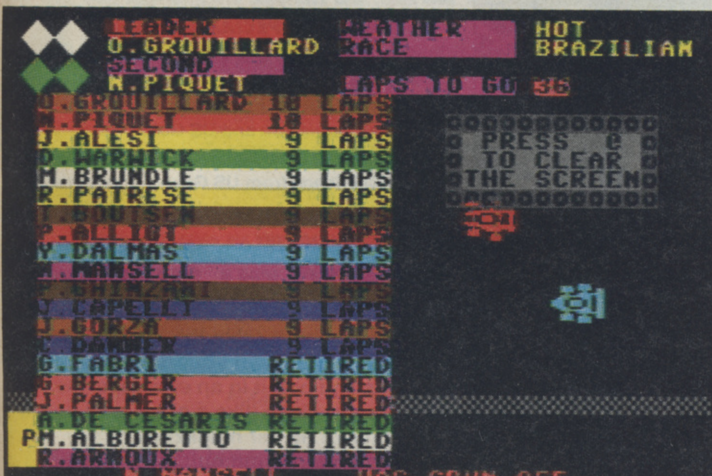
The presentation may be a bit scabby, but from the main menu you can access a horde of options which, if used wisely, should help you survive long enough to win the racing season

And it's over to Andy for the start of this epic formula one race. They're lined up on the grid, tension is mounting, and they're off... or are they? Steve? Er, it's hard to tell. It's awfully quiet. Odd isn't it? The crowd doesn't seem to have turned up either.

That's right, technology has come a long way since the screeching, roaring days of formula one to give us the soundless engine. Or so it would seem judging by this latest game from D&H. Still let's not be too harsh. The sound effects may be conspicuous by their absence but that doesn't automatically mean the game's crap.

Grand Prix (as you've probably already gathered) is a formula one management simulation with arcade race sequences to boot. You get to be team manager and, from the outset, must make decisions which will, with luck, get you through the 16 race season and, with even more luck, win you the championship.

The main decision menu contains a variety of options. Practise Lap allows you to experiment with tyre and fuel combinations in order to get as close to the lap record as possible before the real race begins. Race, as the name suggests, plunges you into the actual competition (more on that later). The next five options serve only to provide you with information. They are Next Race, Fixtures, Constructor's Table, Driver's League, and Management Status. Using these you can keep tabs on how well your team is doing (your team consists of two drivers). They also help to show the depth of the game which is otherwise belied by the poor presentation.



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LEADER              WEATHER         HOT
O.GROUILLARD        RACE            BRAZILIAN
SECOND
N.PIQUET            LAPS TO GO 36
O.GROUILLARD 10 LAPS
N.PIQUET     10 LAPS
J.ALESI       9 LAPS      PRESS @
D.WARWICK     9 LAPS      TO CLEAR
M.BRUNDLE     9 LAPS     THE SCREEN
R.PATRESE     9 LAPS
T.BOUTSEN     9 LAPS
P.ALLIOT      9 LAPS
Y.DALMAS      9 LAPS
N.MANSELL     9 LAPS
P.GHINZANI    9 LAPS
I.CAPELLI     9 LAPS
J.GORZA       9 LAPS
C.DANNER      9 LAPS
G.FABRI      RETIRED
G.BERGER     RETIRED
J.PALMER     RETIRED
A.DE CESARIS RETIRED
PM.ALBORETTO RETIRED
R.ARNOUX     RETIRED
    N.MANSELL      HAS SPUN OFF
```
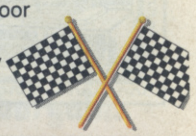

At any time during a race you can open up the Positions Menu. This shows how well or how badly you are doing. As you can see, our reviewer has scorched into er, last and third to last places

Finally you can access Management Options which are; employee pool (for buying new drivers, mechanics and so on), crew (from which you can fire your employees), bank loans, development costs (you can choose to invest more money in your team), bonus pay and bookies with which you can place bets on any driver (including your own) in the championship.

The race itself is the worst aspect of the game. The graphics are crude – a simple overhead view of the start/finish line – and you must sit through the 50 or so laps watching your position (relative to the other cars) change. Sadly there is no way to skip this so it can all become rather tedious.

Grand Prix isn't a bad management game but I can't recommend it with it's current limitations, namely high price, poor presentation, dire visuals, lack of sound and noticeably dated gameplay.



ANDY

Game	**Grand Prix**
Publisher	**D&H Games**
Cassette	**£9.99**
Disk	**not available**

POWER RATING

THE DOWNERS...

- Absolutely no sound whatsoever
- Horrible screen display. It looks like an aged Spectrum game
- Gameplay, while complex, is dated and user unfriendly
- Instructions are woefully inadequate: trial and error is the only way to learn this one
- Lack of 'skip race' option means long and tedious waiting times
- Visual presentation of races is... well... pathetic
- No joystick control option

100

40%

0

- Plenty of depth for those prepared to stick with it
- Management decisions have a marked and appropriate effect on races
- Time-dependent pit-stops are well implemented

...AND THE UPPERS

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Commodore FORMAT

BACK ISSUES

Missed out on the biggest, brightest and best-selling C64 magazine? Well now you can get back issues complete with their tapes and you don't even need to pay for the post, 'cos that's the way we are...

CF1 - LAUNCH ISH (COLLECTOR'S ITEM. PROBABLY)

Our first issue – what a Corker! The C64GS examined. *Tau Ceti*, *Wonderboy In Monsterland* and *Die Hard* guides. On the tape: full games are *Revolution*, *Tau Ceti*, *Rebel* plus cool demos of *Off-Road Racer* and *St. Dragon!*

CF2 - RICK DANGEROUS 2

Corking Microprose platform action powertested. Exclusive Lucasfilm interview and CES report. Guides to *Blood Money* and *Castle Master*. On the tape: full games of *Pig Tales*, *Empire* and *The Blob*, plus a playable demo of *Lords Of Chaos*.

CF3 - CHASE HQ 2

Ocean's first cart game powertested. Maps for *Bloodwych*, tips on *Blinky's Scary School* and *Operation Thunderbolt*. Full games on tape are *Split Personalities* and *Gutz*, plus demos of *Spiderman*, *Midnight Resistance* and *Badlands*, plus *Vidcom 64* art utility!

CF4 - SORRY SOLD OUT

CF5 - DICK TRACY

CF previews one of the worst games ever! Players' guides for *Rick Dangerous 2* and *Monty Python*! Full games of *Sun Star* and *Shockway Rider*, plus demos of *Viz* (censored version) and *Warlock*.

CF6 - NINJA SPECIAL

System 3's *Last Ninja 3* powertested and US Gold's *Shadow Dancer* demo on the tape. Mega Ninja poster inside. Full games are Martin Walker's *Chameleon* and US Gold's *Tenth Frame* bowling alley sim. Other demos are *Chip's Challenge* from US Gold (also a corker!) and *Star Control*, Accolade's space strategy game.

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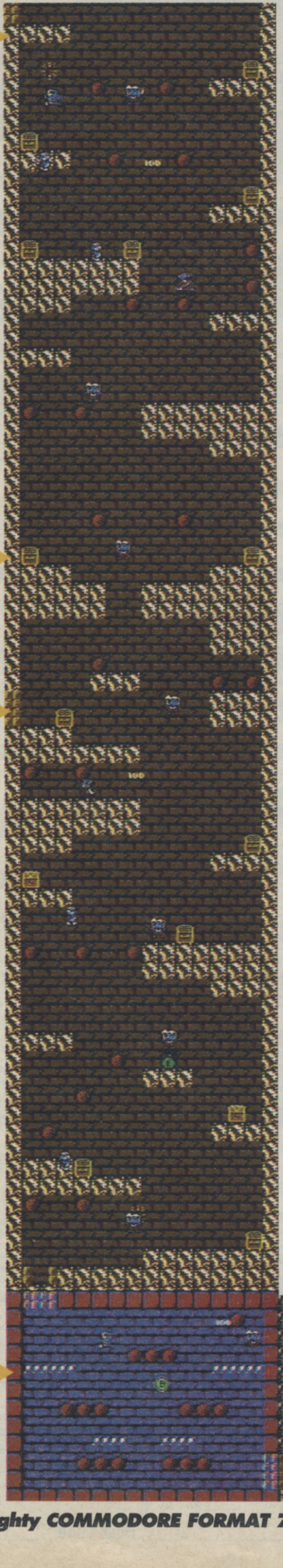
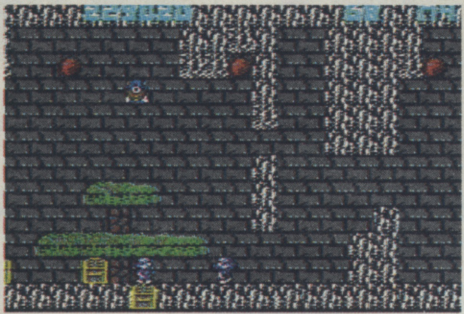


Here we are at the start of the second level – a narrow shaft down which BombJack alternately flies, and plummets...

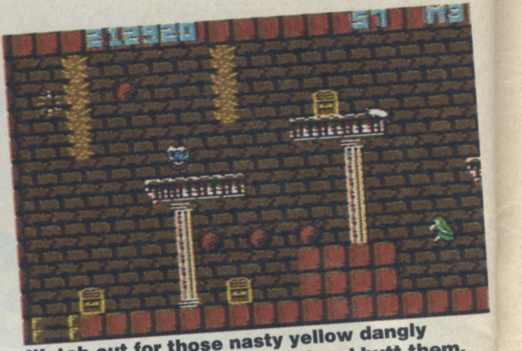
As BJ drops down, he passes numerous treasure chests which conceal all manner of collectible goodies. These are opened simply by jumping on them

Half way down, we reach the doorway to a secret chamber. To open the door, just open the chest, and collect the sphinx-shaped key

BJ finally enters the Royal Palace room. If he can collect the bombs in order – by touching the one that is currently lit – a rather large bonus will be headed his way!



The only way to get to that treasure chest below the tree is to get enough Mighty Points so that you need only walk into it



Watch out for those nasty yellow dangly things. Should BJ decide to head-butt them, he'll keel over, stone dead. So don't

Jack is back! The youngest of the Bomb brothers has returned to fight the good fight against the evil King Demon Beelzebut (cousin of Beelzebub and half-brother to Beelzebum, presumably).

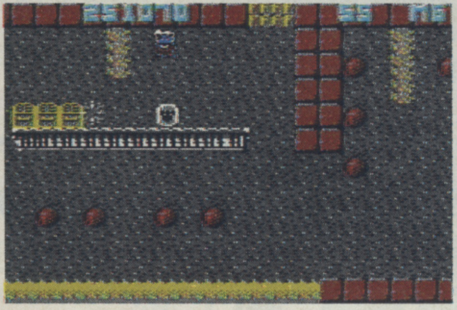
Merciful King Pamera, his Queen and Princess daughter have been captured by Beelzebut and are currently doing time in Beelzebut's pyramid fortress. Exactly *why* warped old Beelzebut is holding them prisoner is another matter, enough to say that they need rescuing, and pronto.

This task falls to young BombJack. Still as lively as ever, still practising his rather odd hobby of bomb-collecting, but now new and improved, having earned the title 'Mighty' somewhere between *BombJack 2* and here.

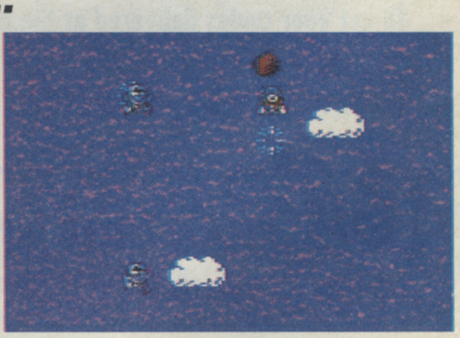
Anyone who's played the earlier *BombJack* games will immediately know what to expect. In his previous adventures, Jack leaps and flies around static screens, avoiding monsters and collecting the red bombs. Once he's cleared the current screen of explosives, he moves onto the next.

THE MIG BO

Collecting explosive devices is an odd hobby, even for a CF reviewer. But then, any game that lets you bomb around, collect money and get your hands on a couple of chests can't be all bad...



Ah-hah! A Mighty Coin just ripe for the collecting. Mind you, BJ's already got six!

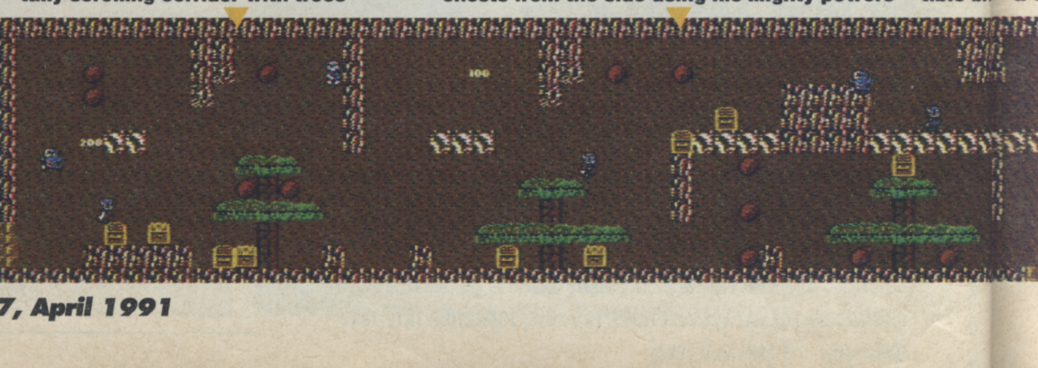


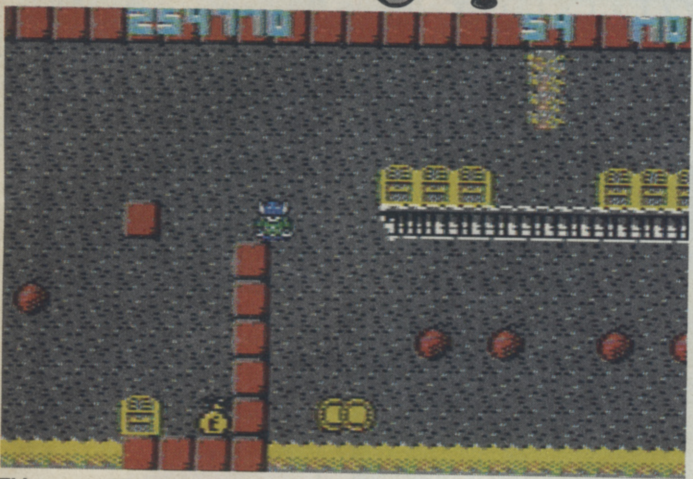
Erm... looks like BJ took a wrong turn somewhere. Now where did that pyramid go?

And so it's onto level three – a horizontally scrolling corridor with trees

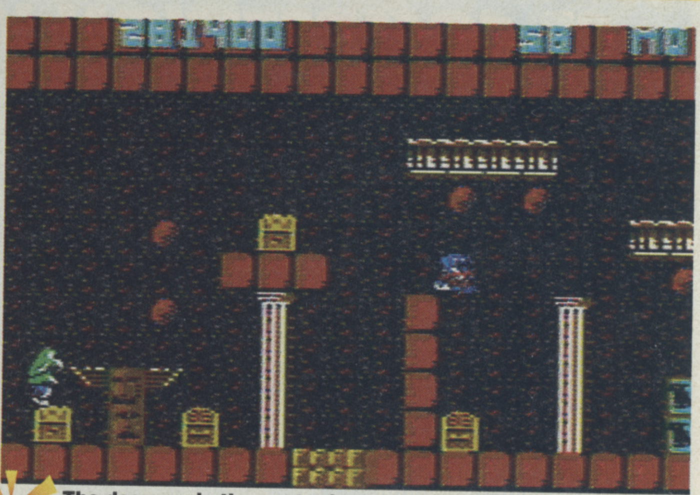
Where trees block the way, BJ has to open chests from the side using his Mighty powers

Chests er pl
tible bri – a c





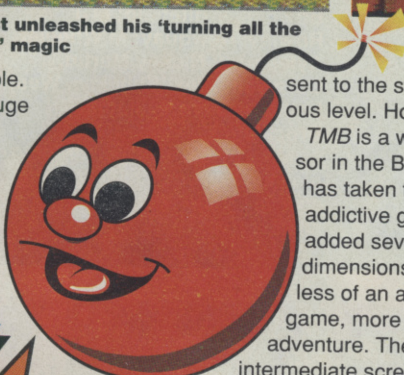
This green Mighty Bombjack has just unleashed his 'turning all the baddies on-screen into golden coins' magic



The doorway in the centre is the entrance to a secret(ish) bonus room. Crack open the chest nearby for the sphinx key

GHTY MB JACK

It's a Corker!



This time, though, it's not so simple. Beelzebut's pyramid is made of 16 huge tunnels and rooms filling over a hundred screens which Jack has to progress through. These catacombs are home sweet home for a variety of floating, hovering nasties all of which, it has to be said, are beautifully detailed and very nicely animated. Pretty though they may be, they're all Jack killers and one touch spells instant doom to our caped hero. Along the way there are a huge number of treasure chests just waiting to be opened. Jack jumps on these to flip the lid and then touches whatever bonus reveals itself. In this way Jack can earn extra power, extra lives and, for the greedier BombJackers out there, a vast wad of points.

On reaching the end of each corridor, there's a Royal Palace room which is very much a throwback to Jack's earlier adventures. This single screen has a set number of bombs, all of which must be collected before he is allowed to leave and continue his mission. However, if he dies in this room, Jack is sent to the start of the previous level. Horrors!

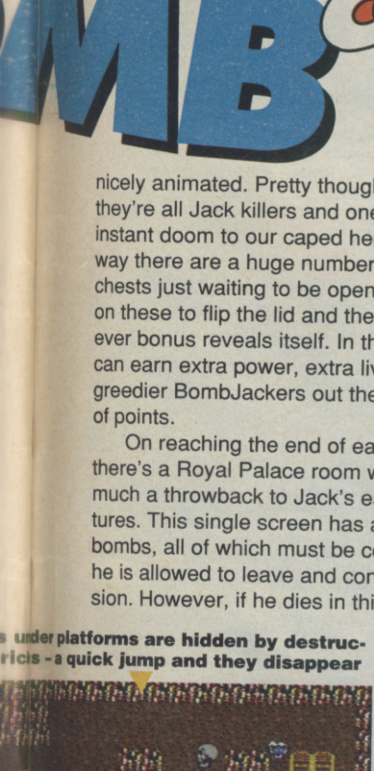
TMB is a worthy successor in the BombJack line. It has taken the already addictive gameplay and added several new dimensions to it. It's now less of an arcade reaction game, more of an arcade adventure. The large levels, intermediate screens and hidden bonuses put it on a par with titles like the legendary *Super Mario Bros*!

There are many ways to play the game: you can go for maximum points, hunt for the many hidden chests and rooms, or just try to explore as far as possible. In this respect *TMB* is extremely addictive: the increasing difficulty is well graded and just when you think you've seen everything, Beelzebut's pyramid throws something new at you!

Elite haven't released much on the 64 of late but this game has to rank as one of the best they've ever done. With above-average presentation, slick controls and classic gameplay, it would be a crime not give *TMB* our highest accolade. 'It's A Corker!'

STEVE

s under platforms are hidden by destruc-
ricis - a quick jump and they disappear



On reaching the end, BombJack enters the Royal Palace room and continues on his mission. These two levels consist of 11 screens all joined together!

Cash gifts

BombJack has gained the ability to power himself up by collecting Mighty Coins from the many treasure chests that adorn Beelzebut's pointy home.

Once Jack has a store of coins (indicated top left of the screen) he can trade them in for a degree of Mightiness: hold the fire button down and Jack changes colour to denote his new-found skills:

Jack turns blue – He can now open locked chests by jumping on them

Jack turns orange – He can now open all chests simply by walking into them from the side

Jack is green – As well as chest-opening, Jack can turn all on-screen enemies into gold coins

If Jack stocks up Mighty Coins (ten to be exact) without using them is destined for the torture room. Here, Jack has to avoid baddies until the timer zeroes out, risking a precious life in the process.

Game	**The Mighty Bomb Jack**
Publisher	**Elite**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Incredibly annoying soundtrack

100

91%

- **Stunning sprites, beautifully detailed and nicely animated**
- **Slick, responsive arcade quality controls – BombJack is highly manoeuvrable**
- **Huge vertical and horizontal scrolly levels to explore**
- **Secret traps and bonuses ensure that there is always something new to see**
- **Great array of power-ups and collectible bonuses**
- **Increasing level of difficulty is nicely graded**
- **There are many styles of play – choose to explore, play for points, or just survive!**
- **Plenty of variety in the visuals, problems and puzzles**

...AND THE UPPERS

0

CF COMPETITION WINNERS

DICK TRACY

In *CF5* we had a lovely little whodunnit for you to solve, in return for bundles of *Dick Tracy* goodies. We asked you how the man in a locked room was killed, when all Detective Tracy could find was a wound, a trickle of water – and no bullet. About 95% of you plumped for the bullet of ice – and got it completely wrong. The neighbours stated that they had heard no gunshots! It was an arrow or crossbow bolt made of ice that killed the man. The ten first prize winners are: **Jon Paul Ranaldi, Edinburgh; Grant Morris, Paulton; Robin Werth, Sheffield; Dean Vandenbergh, Northallerton; Alex Whitelaw, West Lothian; Mrs W Newton, Falmouth; Michael White, County Antrim; Dominic Manning, Bingley; C P Downie, Hull; K Large, Burton-On-Trent**. Congrats to you lot – a goodie bag containing Dick Tracy game, video, T-shirt, mug, watch and alarm clocks should appear soon(ish). And the 20 runners-up are: **Alan Ramsay, Glasgow; Grey Innes, Nairn; Stuart Howard, Dunstable, Andrew Swift, Chesterfield, Damon Smith, Watford; S L Watson, Barnsley; Jason Smith, Sheffield; Kenneth O'Connor, Strathclyde; Andrew Young, Pallister Park; P Harvey, Harlow; Darren Mark Price, Wrexham; Kieran Croucher, Shrewsbury; Richard Bennett, Churchill; Ian Lee, Stretham; Aaron Cook, Cheltenham, James Tilley, Mugginton; Master Ronnie and David Bradley, Newcastle-Upon-Tyne; K Bird, Bishops Stortford, Jonathan Rose, Norwich; C N Packer, Newport.**

NAVY SEALS

We had loads and loads of people wanting to stroll off with one of Ocean's gorgeous portable tellies, but in the end there were only three winners. Take a bow, please: **Michael Bishop of Great Barr; Chris Flook of Henbury, and Mr Anonymous of 93 Hamilton Road, Longsight in Manchester**. Telly and games are in the post… Seven runners-up are about to receive a copy of the stonking cart game. And they are: **Anthony Heard, Wickford; L M Bowden, Whitefield; M J Rowley, Newquay; M Wheeler, Aylesbury; Nickey Martin, Cornwall; Alex Whitelaw, West Lothian; Dave Williams, Brockley.**

And by the way, we forgot to mention that you'll all be getting special Ocean *Navy SEAL* T-shirts as well.

NEXT MONTH

No promises, but we should be having quite a few reviews (at least more than any other mag, anyway). Games that we'll do our best to review include *Narco Police*, *Exile*, *HeroQuest*, *Predator 2*, *Escape From Colditz*, *Gauntlet 3*, *Extreme*, *Toki*, *Viz*, *North And South*, *Never Ending Story 2*, and *The Famous Five*. And we should be able to spill the beans about Incentive's *3D Construction Kit*, while our A to Z and Mean Compendiums continue apace.

The GameBusters section goes from strength to strength. We will be concluding our amazing *Creatures* players' guide and laying the law down for *The Last Ninja 2*. Not only that, but we'll have our usual stonking great pile of POKEs hints, tips and cheats to make your software collection go that little bit further.

Beginners and tech heads alike are catered for with our BASIC and Inside Info sections, and we might even squeeze some interesting programs onto the tape. Oh, yes. Nearly forgot the tape. What can you expect from this amazing Pandora's cassette of 64 goodies? How d'you fancy instantly playable demos of *HeroQuest* and *Predator 2*? We've a couple of full games too, but we'll let that be a surprise, eh? And, of course, you can rely on us to provide you with the hottest news and previews from around the C64 world.

FOUR STEPS TO C64 HEAVEN...

We've been getting loads of letters and phone calls from irate readers who just can't track down their monthly supply of *Commodore Format*.

So, in a mission of mercy, here's the *CF* guide to making sure you never miss out on the hottest 64 action each month.

Step 1: If your local newsagent doesn't have a copy of *Commodore Format* (on sale every third Thursday of the month) ask why not. Even when there are no copies on the shelf they may have more copies in their storeroom and they can order new copies.

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Step 4: If you still have no luck, call Kate Hodges (a real cutie) on 0225 442244 and tell her which magazine you're after and where you've tried.

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'Well, Sean, I think we've told our readers everything they need to know, this month.'
'Yep, Steve. Think we have. Oh, apart from one thing.'
'Oh yes. I'd forgotten about that.'

So, that was COMMODORE FORMAT 7, April 1991. Hmm, bet you want another one already

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